

# Functional Test Example for Distributed Interactive Simulation

Maj. Gen. (Ret.) Charles K. Heiden

Robert Sever and Paul Smith  
BDM Federal, Inc.

May Throne  
University of Louisville

Armored Forces Research Unit  
Barbara A. Black, Chief

February 1996



19960604 086

United States Army  
Research Institute for the Behavioral and Social Sciences

Approved for public release; distribution is unlimited.

# **U.S. ARMY RESEARCH INSTITUTE FOR THE BEHAVIORAL AND SOCIAL SCIENCES**

**A Field Operating Agency Under the Jurisdiction  
of the Deputy Chief of Staff for Personnel**

EDGAR M. JOHNSON  
Director

---

Research accomplished under contract  
for the Department of the Army

BDM Federal, Inc.

Technical review by

Kathleen Quinkert

## **NOTICES**

**DISTRIBUTION:** This report has been cleared for release to the Defense Technical Information Center (DTIC) to comply with regulatory requirements. It has been given no primary distribution other than to DTIC and will be available only through DTIC or the National Technical Information Service (NTIS).

**FINAL DISPOSITION:** This report may be destroyed when it is no longer needed. Please do not return it to the U.S. Army Research Institute for the Behavioral and Social Sciences.

**NOTE:** The views, opinions, and findings in this report are those of the author(s) and should not be construed as an official Department of the Army position, policy, or decision, unless so designated by other authorized documents.

## REPORT DOCUMENTATION PAGE

|  |                              |                               |   |   |   |
|--|------------------------------|-------------------------------|---|---|---|
| 1. REPORT DATE<br>1996, February   |                              | 2. REPORT TYPE<br>Final       |   | 3. DATES COVERED (from... to)<br>September 1991-August 1993 |   |
| 4. TITLE AND SUBTITLE<br><br>Functional Test Example for Distributed Interactive Simulation  |                              |                               |   | 5a. CONTRACT OR GRANT NUMBER<br>N61339-91-D-0001/0006       |   |
|  |                              |                               |   | 5b. PROGRAM ELEMENT NUMBER<br>0603007A                      |   |
| 6. AUTHOR(S)<br><br>MG (Ret.) Charles K. Heiden; Robert Sever and Paul Smith (BDM Federal, Inc.); and May Throne (University of Louisville)  |                              |                               |   | 5c. PROJECT NUMBER<br>A795                                  |   |
|  |                              |                               |   | 5d. TASK NUMBER<br>3101                                     |   |
|  |                              |                               |   | 5e. WORK UNIT NUMBER<br>C10                                 |   |
| 7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES)<br>BDM Federal, Inc.<br>P.O. Box 967<br>Fort Knox, KY 40121   |                              |                               |   | 8. PERFORMING ORGANIZATION REPORT NUMBER                    |   |
| 9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)<br>U.S. Army Research Institute for the Behavioral and Social Sciences<br>ATTN: PERI-RZA<br>5001 Eisenhower Avenue<br>Alexandria, VA 22333-5600  |                              |                               |   | 10. MONITOR ACRONYM<br>ARI                                  |   |
|  |                              |                               |   | 11. MONITOR REPORT NUMBER<br>Research Note 96-28            |   |
| 12. DISTRIBUTION/AVAILABILITY STATEMENT<br>Approved for public release; distribution is unlimited.   |                              |                               |   |   |   |
| 13. SUPPLEMENTARY NOTES<br>COR: Kathleen Quinkert  |                              |                               |   |   |   |
| 14. ABSTRACT (Maximum 200 words):<br><br>Functional tests serve to document and verify the anticipated functionality of a system prior to formal testing. Shortcomings in projected functionality may severely compromise the results of developmental and operational testing as well as undermine efforts to improve and acquire the needed functionality anticipated with these systems. Although much of the Army's current system testing is being conducted in virtual simulation such as the Distributed Interactive Simulation (DIS) environments, methods for conducting functional tests in DIS are not well documented. This report provides a detailed example of the method and tools used to perform a functional test of a digital command and control system in DIS-based virtual simulation. This example includes detailed functional checklists for specific system components and for generic DIS-based simulators, semiautomated forces, and supporting test bed utilities. The application of such functional test methods should improve Army testing and assist in determining the functionality needed to attain and sustain anticipated military capabilities. |                              |                               |   |   |   |
| 15. SUBJECT TERMS<br>Distributed Interactive Simulation      Acceptability testing      Virtual simulation<br>Human performance      Functional testing      Evaluation methods  |                              |                               |   |   |   |
| SECURITY CLASSIFICATION OF   |                              |                               | 19. LIMITATION OF ABSTRACT<br>Unlimited | 20. NUMBER OF PAGES<br>92                                   | 21. RESPONSIBLE PERSON<br>(Name and Telephone Number) |
| 16. REPORT<br>Unclassified   | 17. ABSTRACT<br>Unclassified | 18. THIS PAGE<br>Unclassified |   |   |   |

# FUNCTIONAL TEST EXAMPLE FOR DISTRIBUTED INTERACTIVE SIMULATION

## CONTENTS

---

|  | Page |
|--|------|
| INTRODUCTION .....                               | 1    |
| THE CVCC FUNCTIONAL TEST PLAN.....               | 2    |
| REFERENCES .....                                 | 7    |
| APPENDIX A.: METHOD, TOOLS, AND CHECKLISTS ..... | A-1  |
| B. THE CVCC FUNCTIONAL TEST .....                | B-1  |



# FUNCTIONAL TEST EXAMPLE FOR DISTRIBUTED INTERACTIVE SIMULATION

## Introduction

Functional tests serve to document and verify the anticipated functionality of a system prior to formal testing. Shortcomings in projected functionality may severely compromise the results of developmental and operational testing as well as undermine efforts to improve and acquire the needed functionality anticipated with these systems. Much of the Army's current system testing is being conducted in virtual simulation such as the Distributed Interactive Simulation (DIS) environments (Sikora and Coose, 1995) used for Advanced Warfighting Experiments (AWEs) and Battle Lab Warfighting Experiments (BLWEs). The method and procedures for conducting functional tests in virtual simulation, however, are not well documented. This report provides a detailed example of the method and tools used to perform a functional test of a digital command and control system in DIS-based virtual simulation.

The functional test example provided herein was developed as part the Army Research Institute's (ARI) research and development program in DIS titled Combat Vehicle Command and Control (CVCC). This program of research entailed a series of soldier-in-the-loop evaluations on future command, control and communication system configurations conducted at the Mounted Warfighting Test Bed at Fort Knox (Leibrecht, Meade, Schmidt, Doherty & Lickteig, 1994). The functional test for such configurations included operator checklists for three primary developmental M1A1 tank subsystems: the Command and Control Display (CCD) for tank-based digital communications, the Commander's Independent Thermal Viewer (CITV) for improved acquisition and engagement, and an on-board Position Navigation (POSNAV) system for improved navigation and maneuver. The actual operator's checklists and other tools developed for these subsystems were necessarily unique to the precise functionality anticipated from these CVCC components.

The range and type of operator checklist items for primary system components that are provided herein, however, provide detailed examples that might be adapted for other functional tests. This functional test example also provides more generic methods and tools required to assess the functionality of supporting DIS-based simulators, semiautomated forces and other utilities such as communication and data collection systems that are generally employed in virtual simulation testing. The operator checklists and tools developed and provided for these generic DIS capabilities can be readily adapted to support virtually-based functional tests.

Overall, this example of a functional test might direct and inform testers' and evaluators' systematic review of the functionality required for DIS-based research. This example serves as a useful checklist to remind testers of the extensive nature of functional test requirements, particularly for virtual test environments. The application of such functional test methods will better ensure subsequent Army tests are not compromised by shortcomings in functionality, and better document unavoidable shortcomings and their impact on test results. Most importantly, the application of such functional test methods will better identify the functionality needed to attain and sustain anticipated military capabilities.

## The CVCC Functional Test Plan

The purpose of the CVCC Functional Test is to thoroughly evaluate the hardware and software for the forthcoming CVCC Battalion Formative Evaluation (Leibrecht et al., 1992) to assess detailed, functional tests of the hardware and associated software for the modified M-1 simulators, tactical operations center, semi-automated forces, control network and data collection systems to insure all aspects of the network are ready for the conduct of scenario and data collection exercise events. Phase two will utilize a scenario rehearsal and two data collection rehearsals in order to load the simulation network systems at a level which is essentially the same as that which will be encountered during the actual formative evaluations. A side benefit associated with both phases will be the additional training provided to the research assistants who will participate in the formative evaluations.

1. The functional test for the CVCC simulator configuration will be more complex than the Baseline Benchmark Test previously conducted. The CVCC Functional Test involves a number of complex modules which must be functionally evaluated. Since only four days are available, the concept of the test must vary from that used in the Baseline Benchmark Test. The CVCC Functional Test will utilize teams of research assistants and soldiers to evaluate the functional capabilities of the various simulator systems; a team will evaluate the TOC workstations and communications; a team will evaluate the Semi-Automated Forces (SAFOR) workstations, systems, and communications; the Exercise Control Room (ECR) personnel will evaluate the utility programs and workstations, ECR communications, and the other ECR equipment. The test will be broken into two major phases; each phase is structured to "load" the formative evaluation network with voice and data traffic to a level at or above that which is anticipated during the actual formative evaluation.

a. Phase 1. This phase is primarily a checkout of equipment functionality by causing the modules of the total system to perform each of the design functions expected of each individual module, with each module configured as it will be for the formative evaluation. The phase will be conducted with the Tactical Operating Center (TOC) staff controlling and recording the actions of the simulator mounted teams as they checkout and report the results of the functioning of each separate simulator mounted module. The TOC workstation modules will also be functionally checked out during this period. Both voice and digital message traffic will be passed in both directions to stress the network and to insure that each functional module is thoroughly checked out. The ECR staff and the SAFOR staff will conduct functional evaluations of the simulation systems programs, CVCC utility programs, and the SAFOR (both Blue Forces (BLUFOR) and Opposing Forces (OPFOR)) during this phase. The ECR staff will place Management, Command, and Control (MCC) target vehicles on the terrain to support checkout of the CVCC simulator systems; the BLUFOR will also be utilized in tethering to the CVCC systems during this phase also.

b. Phase 2. The first day will use a scenario context and the activity on the next day will use data collection exercises, in both cases controlled by the exercise director, in order to emulate activities, program and network stress anticipated during the CVCC formative evaluations.

c. Checklists will be used to guide module checkout and time will be allotted each day to

conduct debriefing and for filling out checklists and problem reports to provide information on any discrepancies noted.

2. The use of teams will allow dual comparison of the same systems in each of the simulators by independent teams which should provide a more thorough evaluation of these systems. The battalion tactical operations center, the semiautomated forces and the exercise control room teams will be charged with the functional evaluation of the systems which they will use during the formative evaluations. Since this test is a functional evaluation of a more complex group of systems; the use of teams should provide a more thorough evaluation of each of the systems.

3. Personnel requirements for the test, in addition to the contractor and site staff are: eight (8) research assistants (RAs) and eight (8) soldiers as teams to check out tank simulator systems; two (2) research assistants to conduct TOC workstation testing; and two (2) RAs to conduct testing on the SAFOR. The breakout of teams is as follows:

a. Teams 1 thru 8 - Simulator Teams (Each team consists of one (1) RA and one (1) soldier/driver). These teams will be tasked to conduct the testing of the Basic Simulator, CCD and the CITV functioning. These teams will be responsible for determining the correct functioning of all the simulator systems. These systems are:

(1). Basic M-1 Simulator Mobility. This includes the Before Operation Inspection of the simulator, the starting and operation of all automotive systems and the visual and sighting systems of the simulator (including the checkout of all sighting and observation channels). The fording capability and other mobility characteristics will also be checked.

(2). The Armament systems capability. This includes the turret controls, the main gun, the autoloader, main gun ammunition capacity, replenishment and restowage of ammunition, and the sighting system including lead dumping and ammunition selection.

(3). The Sound systems capability. This includes the fidelity of the sound system, the accuracy of the system relative to activities in progress which would cause specific sounds (ex: artillery fire falling nearby should cause the sound system to produce the sound of such fires) and determining whether anomalous sound problems have been corrected.

(4). The Single Channel Ground to Air Radio System (SINCGARS) systems capability. This includes the system initialization, voice communication quality, and any interruptions in voice or data communications both in the simulator intercom and on both radio channels. Data messages and voice message traffic will be concurrently conducted to provide network loading and to provide additional evaluation of the SINCGARS radios.

(5) The CCD systems capability. This will include the preparation and dispatch of all message formats, the reception and display of all messages and overlays, utilization of all map manipulation and message and overlay file functions and navigational aids including the functioning of the driver's steer-to device.

(6). The CITV functioning and interface with the main gun system and with the Command and Control display system. This includes all functions of the CITV; the operation of the Laser Rangefinder (LRF) and the integration of the CITV with the CCD.

(7) Further information on the details of the functional testing of Teams 1 thru 8 may be found in Appendix A.

b. Team 9 - Battalion Tactical Operations Center Workstation Systems (This team will consist of one (1) subject matter expert (SME), two (2) RAs, and one site staff member). This team will functionally test the Battalion Tactical Operation Center (BTOC) workstations (WS) and communications (both voice and data). TOC workstation functional modules will be as set out in Appendix A. In addition, the BTOC team will record the testing actions and results reported by Teams 1 thru 8.

(1). All overlay preparation/dispatch and map functionalities will be tested on each of the WS.

(2). Message reception, map posting and message filing, according to the BTOC Standard Operating Procedure, will be included.

(3). The internal workstation job aides provided (eg: the various formats for estimates and orders) will be utilized and dispatched.

(4). The BTOC records (journals and workbooks) will be utilized and evaluated.

(5). Message preparation (including free text messages), aggregation, relaying, and filtering will be tested and evaluated.

(6). Fire Support, Operational Effectiveness and Concept of Operation modules will be evaluated.

(7). This team is also assigned the responsibility of evaluating the STEALTH vehicle functionality.

c. Team 10 - Semi-Automated Forces Systems (This team will consist of one (1) site staff member, and two (2) RAs). This team will functionally test the Semi-automated Forces Workstations, both the OPFOR and BLUFOR, and their communications (both voice and data).

(1). Scout platoon functionality and reporting will be tested.

(2). Tethering, unit activation, and BLUFOR watercrossing will be tested.

(3). Communication with higher echelons and receipt of information from the SAFOR units will be evaluated.

d. Team 11 - Exercise Control Room (ECR) and Utility Software Systems. This team consists of the exercise director and one (1) site staff member. This team will functionally test the ECR equipment, the Utility Programs and WS, and their communications. This team is also responsible for ensuring the data loggers and mini-cameras are functionally tested during the benchmark test and that the data and video quality is excellent.

(1). All ECR equipment will be utilized and, in a deliberate fashion, all functionality will be exercised and evaluated.

(2). The normal communications with the BTOC will be exercised and evaluated.

(3). The SEND, LISTEN, and CHECKPOINTING utilities will be exercised and evaluated.

(4). The data loggers will be utilized during the benchmark test. Extracts of the data from each data logger, selected at random, will be evaluated for accuracy and validity.

(5). The mini-cameras will be utilized during the benchmark test in a manner analogous to the manner they will be used in the Formative Evaluation.

(6). In coordination with the site staff, it is desired to utilize all three available data recorders at various times during the test. The normal mode for the recorders is to have a primary recorder (dual drive) on the network at all times. Performance of the data recorder must be monitored to insure that no (minimal) data loss occurs due to logger failure. A back-up data

logger must be available to preclude loss of troop time during formative evaluations.

4. Network Configuration. The network configuration to be used for the functional test is identical with the network as it will be for the Formative Evaluation. The simulation bay layout diagram is shown in Appendix A.

a. Prior to the Functional Test and after all software has been installed. Site personnel are requested to make the following special technical checks and to prepare the following records for inclusion in the functional test report:

- (1) The version and date for each piece of software installed be recorded for each equipment item on the network.
- (2) All color monitors be checked for calibration.
- (3) Boresight on all simulator main guns be checked.
- (4) Proper voltages be verified at IDC boards.
- (5) As hardware faults are identified and corrected, report the fault and corrective action taken at the end of each test day to the test director in writing.

b. For each day of the Functional Test the network configuration will be as follows:

- (1). CVCC simulators will be initialized in full CVCC mode.
  - (a) CITV without target stacking, and auto target tracking.
  - (b) CCD with touch screen and Commander's Handle cursor control operational.
  - (c) POSNAV and Driver's Steer-to display activated.
  - (d) Autoloader enabled. Ammunition basic load - 40 rounds.(Sabot - 27 rounds, HEAT - 13 rounds).
  - (e) SINCGARS configured as for the formative evaluation. The SINCGARS will be brought up from a cold start each morning.
- (2). TOC workstations will be configured as shown in Appendix A. The TOC printer will be connected to the S-3 (Operations) and the S-2 (Intelligence) workstations. Files from other workstations which must be printed can be copied to either of these two workstations for printing. The CSS workstation will be located in the Exercise Control Room but will be on the TOC local area network.
- (3). The BLUFOR will be operated with the Commander's view setting only and be configured as follows:
  - (a) Gunnery Proficiency - Competent (DCE#3 - Novice).
  - (b) Detection Range - 3500 meters
  - (c) Open fire Range - 2500 meters (DCE#1 - 2000 meters; DCE#3 - 2200 meters)
  - (d) Company D of the battalion will be 100% SAFOR.
  - (e) The Battalion Scout Platoon will be configured as two sections of three
- (3) Bradleys each. (SAFOR workstation in Commander's View).
  - [i] Gunnery Proficiency - Novice (DCE#3 - Master).
  - [ii] Detection Range - 3500 meters.
  - [iii] Open Fire Range - Test 2 & 3 - 3000 meters; Test 1 & 4 - 2000 meters.

(4). Unless required for other testing or evaluations, the Stealth is requested to be available on the network.

(5). The minicams and video tape recorder will be on the network and the minicams will be located as directed for the Formative Evaluation.

## References

- Leibrecht, B. C., Meade, G. A., Schmidt, J. H., Doherty, W. J., & Lickteig, C. W. (1994). Evaluation of the combat vehicle command and control system: Operational effectiveness of an armor battalion (ARI Technical Report 998). Alexandria, VA: U.S. Army Research Institute for the Behavioral and Social Sciences. (AD A282 727)
- Leibrecht, B. C., Winsch, B. J., Ford, L. A., Sawyer, A. R., Meade, G. A., Ainsle, F. M., Smith, P. G., Sever, R. S., & Doherty, W. J. (1992). Battalion evaluation of the combat vehicle command and control system in distributed interactive simulation: Preliminary findings (ARI Technical Report 992). Alexandria, VA: U.S. Army Research Institute for the Behavioral and Social Sciences. (AD A275 912)
- Sikora, J., & Coose, P. (1995). What in the world is ADS? Phalanx: The Bulletin of Military Operations Research, 28, 2, 1-8.

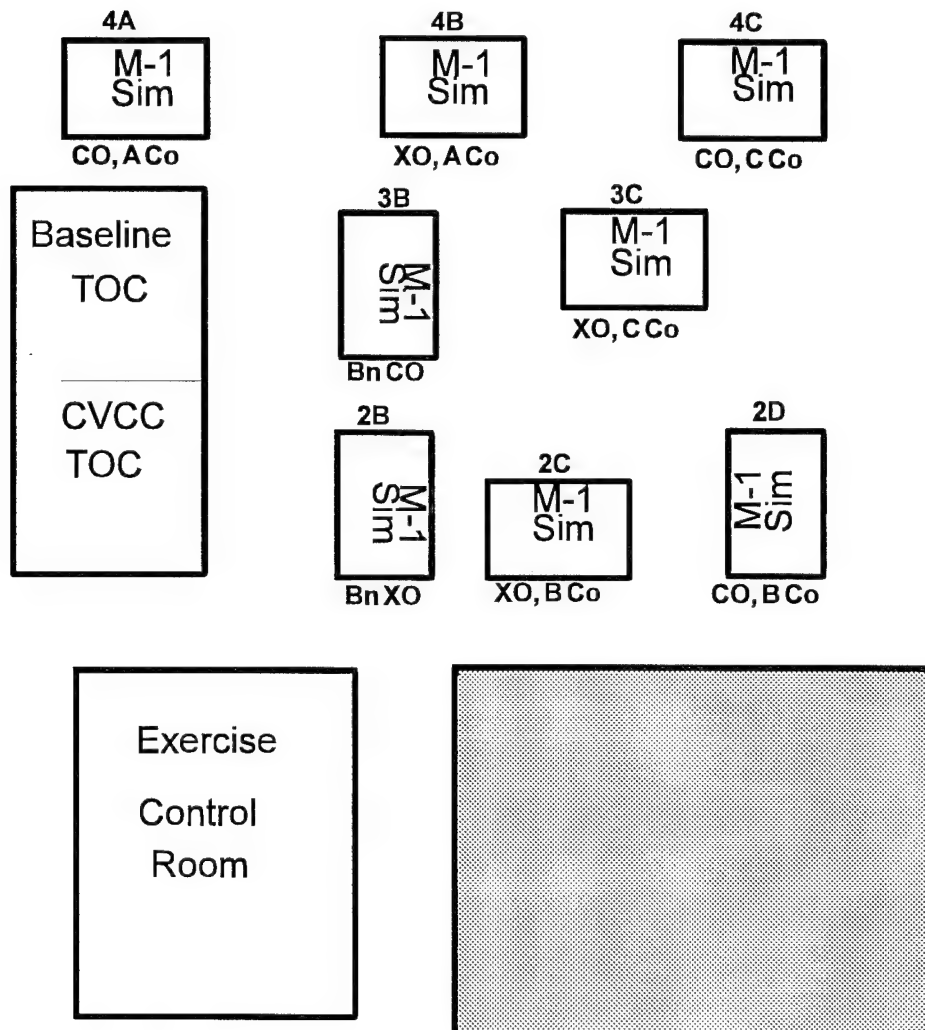
APPENDIX A  
METHOD, TOOLS, AND CHECKLISTS



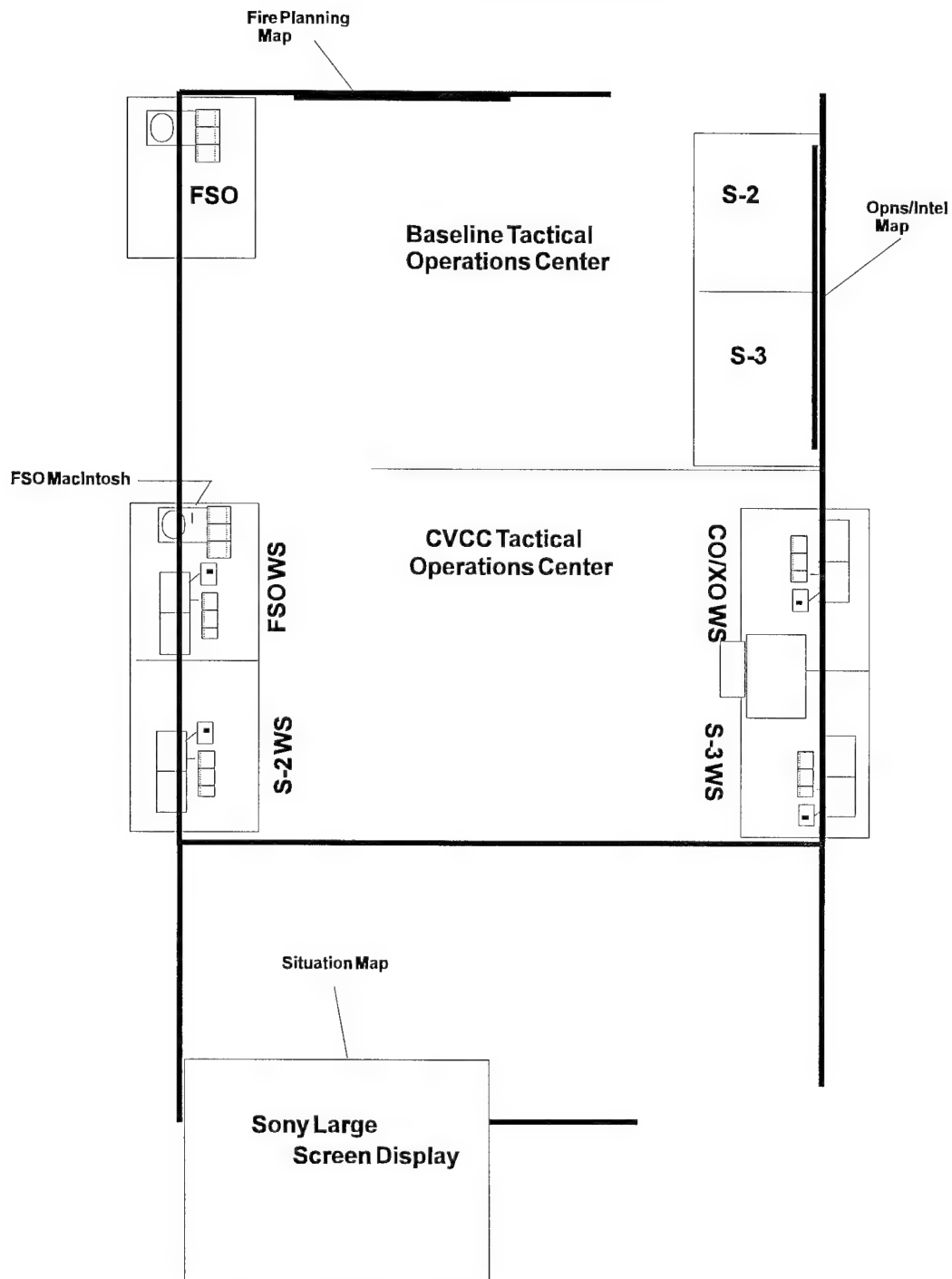
## Functional Test Schedule

| Day/Date           | Team            | 0800   | 0900   | 1000   | 1100  | 1200                             | 1300   | 1400   | 1500           | 1600    | 1700                                   | Remarks  |
|--------------------|-----------------|--|--|--|---|----------------------------------|--|--|----------------|---------|--|--|
| Monday<br>31 Aug   | 1 thru 8        | Orientation  | Verify basic operation of mobility armament, sound and SINGGARS Systems. | Verify TOC Workstation & record Tm 1-8 reports | Verify SAFOR Operations (both BLUFOR & OPFOR) | Verify PVD and Utility Programs. | Continue Morning Check-out and verify operation of CCD and CTV | Continue AM Operations preparation and dispatch. | Verify Overlay | Debrief | 15 minute Breaks at 0940 and 1350 hrs. |  |
|                    | 9               |  |  |  |   |                                  |  |  |                |         |  |  |
|                    | 10              |  |  |  |   |                                  |  |  |                |         |  |  |
|                    | 11              |  |  |  |   |                                  |  |  |                |         |  |  |
|                    |                 |  |  |  |   |                                  |  |  |                |         |  |  |
| Tuesday<br>1 Sep   | 1 thru 8        | Orientation  | Verify basic operation of mobility armament, sound and SINGGARS Systems. | Verify TOC Workstation & record Tm 1-8 reports | Verify SAFOR Operations (both BLUFOR & OPFOR) | Verify PVD and Utility Programs. | Continue Morning Check-out and verify operation of CCD and CTV | Continue AM Operations preparation and dispatch. | Verify Overlay | Debrief | 15 minute Breaks at 0940 and 1350 hrs. | Each Team mounts a new simulator<br>PM - Printer check out.<br>Transfer reports from CSS WS to TOC |
|                    | 9               |  |  |  |   |                                  |  |  |                |         |  |  |
|                    | 10              |  |  |  |   |                                  |  |  |                |         |  |  |
|                    | 11              |  |  |  |   |                                  |  |  |                |         |  |  |
|                    |                 |  |  |  |   |                                  |  |  |                |         |  |  |
| Wednesday<br>2 Sep | A L L T E A M S | Run Defensive Scenario<br>(Checkpoint at Lunchtime)<br><br>Orientation |  |  |   |                                  | Continue Scenario<br>(Start from Checkpoint)                   |  |                | Debrief | 15 minute Breaks at 0940 and 1350 hrs. | All Staff and Research Assistants prepare written comments.  |
|                    |                 |  |  |  |   |                                  |  |  |                |         |  |  |
|                    |                 |  |  |  |   |                                  |  |  |                |         |  |  |
|                    |                 |  |  |  |   |                                  |  |  |                |         |  |  |
|                    |                 |  |  |  |   |                                  |  |  |                |         |  |  |
| Thursday<br>3 Sep  | A L L T E A M S | Run DCE #1   |  |  |   |                                  | Run DCE #2   |  |                | Debrief | 15 minute Breaks at 0940 and 1350 hrs. | All Staff and Research Assistants prepare written comments.  |
|                    |                 |  |  |  |   |                                  |  |  |                |         |  |  |
|                    |                 |  |  |  |   |                                  |  |  |                |         |  |  |
|                    |                 |  |  |  |   |                                  |  |  |                |         |  |  |
|                    |                 |  |  |  |   |                                  |  |  |                |         |  |  |

# CVCC Floor Layout & Simulator Assignments



# Battalion Tactical Operations Center Layout



## ***Simulator Assignments***

|               | <b>31 Aug</b> | <b>1 Sep</b> | <b>2 Sep</b> | <b>3 Sep</b> |
|---------------|---------------|--------------|--------------|--------------|
| <b>Team 1</b> | <b>4A</b>     | <b>4B</b>    | <b>4C</b>    | <b>3C</b>    |
| <b>Team 2</b> | <b>4B</b>     | <b>4C</b>    | <b>3C</b>    | <b>3B</b>    |
| <b>Team 3</b> | <b>4C</b>     | <b>3C</b>    | <b>3B</b>    | <b>2B</b>    |
| <b>Team 4</b> | <b>3C</b>     | <b>3B</b>    | <b>2B</b>    | <b>2C</b>    |
| <b>Team 5</b> | <b>3B</b>     | <b>2B</b>    | <b>2C</b>    | <b>2D</b>    |
| <b>Team 6</b> | <b>2B</b>     | <b>2C</b>    | <b>2D</b>    | <b>4A</b>    |
| <b>Team 7</b> | <b>2C</b>     | <b>2D</b>    | <b>4A</b>    | <b>4B</b>    |
| <b>Team 8</b> | <b>2D</b>     | <b>4A</b>    | <b>4B</b>    | <b>4C</b>    |

## TEAM 1 THRU 8 SIMULATOR ASSIGNMENTS

Exercise Coordinator

Floor Supervisor

Team 1            4A            4B            4C            3C  
                  Research Assistant \_\_\_\_\_ Driver \_\_\_\_\_

Team 2            4B            4C            3C            3B  
                  Research Assistant \_\_\_\_\_ Driver \_\_\_\_\_

Team 3            4C            3C            3B            2B  
                  Research Assistant \_\_\_\_\_ Driver \_\_\_\_\_

Team 4            3C            3B            2B            2C  
                  Research Assistant \_\_\_\_\_ Driver \_\_\_\_\_

Team 5            3B            2B            2C            2D  
                  Research Assistant \_\_\_\_\_ Driver \_\_\_\_\_

Team 6            2B            2C            2D            4A  
                  Research Assistant \_\_\_\_\_ Driver \_\_\_\_\_

Team 7            2C            2D            4A            4B  
                  Research Assistant \_\_\_\_\_ Driver \_\_\_\_\_

Team 8            2D            4A            4B            4C  
                  Research Assistant \_\_\_\_\_ Driver \_\_\_\_\_

## CVCC CCD STATUS INFORMATION OPERATOR'S CHECKLIST

Research Asst: \_\_\_\_\_

Date: \_\_\_\_\_

Simulator #: \_\_\_\_\_

|     | STATUS | ITEM   | REMARKS |
|-----|--------|--|---------|
| 1.  | _____  | Verify own tank icon initially centered on CCD map (1-1).  | _____   |
| 2.  | _____  | Verify correct unit designation appears in CCD status information box (1-1).   | _____   |
| 3.  | _____  | Verify heading information displayed in CCD status information box matches the vehicle heading in degrees in the driver's display (1-1). | _____   |
| 4.  | _____  | Verify vehicle orientation updates in the CCD status information box and on the CCD map as vehicle rotates or neutral-steers (1-1).      | _____   |
| 5.  | _____  | Verify vehicle location displayed in CCD status information box is within 100 meters of actual location (1-1).                           | _____   |
| 6.  | _____  | Verify vehicle location updates in the CCD status information box and on the CCD map as vehicle moves (1-1).                             | _____   |
| 7.  | _____  | Verify own tank icon is clearly identifiable on the CCD map (1-1).   | _____   |
| 8.  | _____  | Verify main gun indicator on the own tank icon is clearly identifiable and displays the correct orientation (1-1).                       | _____   |
| 9.  | _____  | Verify the main gun indicator updates to display the correct orientation of the main gun rotates (1-1).                                  | _____   |
| 10. | _____  | Verify CITV indicator is clearly identifiable on the own tank icon and displays the correct orientation (1-1, 14-1).                     | _____   |
| 11. | _____  | Verify CITV indicator updates to display the correct orientation as the CITV rotates (1-1, 14-1).  | _____   |
| 12. | _____  | Verify date-time-group displayed in the CCD status information box is correct and synchronized with other CCDs (1-1).                    | _____   |

*Remarks. Use the space below to note additional problems encountered after initial checkout, or if additional space is needed.*

---

---

---

---

---

---

---

---

---

---

## CVCC CCD POSITION NAVIGATION (POSNAV) OPERATOR'S CHECKLIST

Research Asst: \_\_\_\_\_  
Simulator #: \_\_\_\_\_

Date: \_\_\_\_\_

|     | STATUS | ITEM   | REMARKS |
|-----|--------|--|---------|
| 1.  | _____  | Verify friendly icons appear on the CCD map at correct locations (2-1).  | _____   |
| 2.  | _____  | Verify friendly icons are blue on CCD map (2-1).   | _____   |
| 3.  | _____  | Verify friendly icons are properly labeled:<br>a. Individual vehicle labels appear directly beneath the vehicle icon on CCD map (2-1).<br>b. Unit designators are positioned properly when Plt, Co or Bn is selected on CCD map (2-1).   | _____   |
| 4.  | _____  | Verify correct functioning of aggregation and deaggregation on the CCD map (2-1, 2-2).<br>a. Aggregation/deaggregation functions properly at Plt, Co, and Bn level (2-1, 2-2).<br>b. Aggregation/deaggregation parameters and defaults are unique for each CCD map scale (2-1, 2-2). | _____   |
| 5.  | _____  | Verify UTM map coordinate entry in selected waypoint fields on CCD NAV menu (7-1) matches the CCD map location.  | _____   |
| 6.  | _____  | Verify correct waypoint symbols appears on CCD map (7-1).  | _____   |
| 7.  | _____  | Verify lines between consecutive waypoint symbols on the CCD map (7-1).  | _____   |
| 8.  | _____  | Verify line between your tank icon and waypoint designated for driver on CCD map (7-1).  | _____   |
| 9.  | _____  | Verify driver's display activated only when waypoint is designated (7-1).  | _____   |
| 10. | _____  | Verify distance to waypoint appears correctly in the CCD alert area (7-2).   | _____   |



11. \_\_\_\_\_ Verify selected waypoint number and correct distance to waypoint appear on the driver's display (7-2). \_\_\_\_\_
12. \_\_\_\_\_ Verify correct update of the driver's steer-to-indicator (STI) and distance to waypoint while tank is moving (7-2). \_\_\_\_\_
13. \_\_\_\_\_ Verify correct update of tank icon, and the tank-waypoint line on CCD map while tank is moving (7-3). \_\_\_\_\_
14. \_\_\_\_\_ Verify automatic selection of next waypoint when AutoAdv is selected and tank is within 100 meters of a waypoint on CCD and STI (7-3). \_\_\_\_\_
15. \_\_\_\_\_ Verify automatic selection of next waypoint does not occur on CCD NAV menu when AutoAdv is NOT selected (7-3). \_\_\_\_\_
16. \_\_\_\_\_ Verify display of "autoadvance to waypoint..." message in CCD alert area when waypoint updates (7-3). \_\_\_\_\_
17. \_\_\_\_\_ Verify redisplay of distance to waypoint in CCD alert area when waypoint updates (7-3). \_\_\_\_\_
18. \_\_\_\_\_ Verify Clr Fld button on CCD NAV meny clears only the selected waypoint (7-2). \_\_\_\_\_
19. \_\_\_\_\_ Verify Clr All button on CCD NAV menu clears all waypoints currently displayed (7-2). \_\_\_\_\_
20. \_\_\_\_\_ Verify correct operation of the SAVE route file function on the CCD NAV menu (7-4). \_\_\_\_\_
21. \_\_\_\_\_ Verify accurate transmission of route files sent to other simulators (7-7). \_\_\_\_\_
22. \_\_\_\_\_ Verify accurate reception of route files sent from other simulators (7-7). \_\_\_\_\_
23. \_\_\_\_\_ Verify correct display of route headers in the route file (7-6, 7-7, 7-8). \_\_\_\_\_
24. \_\_\_\_\_ Verify correct display of dashed-in route when using the files to select a different route (7-6). \_\_\_\_\_
25. \_\_\_\_\_ Verify correct operation of the SHOW route function in the route file (7-8). \_\_\_\_\_

26. \_\_\_\_\_ Verify the correct operation of the \_\_\_\_\_  
DELETE route function in the route \_\_\_\_\_  
file (7-8). \_\_\_\_\_
27. \_\_\_\_\_ Verify the correct operation of the \_\_\_\_\_  
MAKE ACTIVE function in the route \_\_\_\_\_  
file (7-6). \_\_\_\_\_

**Remarks.** *Use the space below to note additional problems encountered after initial checkout, or if additional space is needed.*

---

---

---

---

---

---

---

---

---

---

---

---

## CVCC CCD COMBAT REPORT OPERATOR'S CHECKLIST

Research Asst: \_\_\_\_\_

Date: \_\_\_\_\_

Simulator #: \_\_\_\_\_

| #  | STATUS | ITEM   | REMARKS |
|----|--------|--|---------|
| 1. | _____  | Verify Call For Fire (CFF) report creation using the CCD (9-1).  | _____   |
|    | _____  | a. Verify ability to enter valid what (check icons for each type), and where information (by touching or lasing) in report format (9-1). | _____   |
|    | _____  | b. Verify OT Line appears when grid is entered in report format (9-1).   | _____   |
|    | _____  | c. Verify post to map function correctly places icons on CCD map (11-6).   | _____   |
| 2. | _____  | Verbally verify accurate transmission of CFF report to Bn TOC using send function.   | _____   |
|    |        | Check report contents.   | _____   |
| 3. | _____  | Verbally verify accurate transmission of CFF report to another CCD using send function.  | _____   |
|    |        | Check report contents.   | _____   |
| 4. | _____  | Verify Adjust (Fire) report format correctly appears after sending the CFF report (12-1).  | _____   |
| 5. | _____  | Verify copy of the report sent appear in the CFF old file (11-5).  | _____   |
| 6. | _____  | Verify Adjust (Fire) report creation using the CCD (12-1).   | _____   |
|    | _____  | a. Verify entry of target location by touch or lasing (12-1).  | _____   |
|    | _____  | b. Verify entry of shift information (Left/Right and Drop/Add options) in report format (12-1).  | _____   |
|    | _____  | c. Verify selection of FFE (Fire for Effect) or EOM (End of Mission) box in report format (12-1).  | _____   |
|    | _____  | d. Verify post to map function correctly places icons on CCD map (11-6).   | _____   |
| 7. | _____  | Verbally verify accurate transmission of Adjust (Fire) report to Bn TOC using send function. Check report contents.                      | _____   |

8. \_\_\_\_\_ Verbally verify accurate transmission of Adjust (Fire) report to another CCD using send function. Check report contents. \_\_\_\_\_
9. \_\_\_\_\_ Verify copy of the report sent appears in the Adjust old file (11-5). \_\_\_\_\_
10. \_\_\_\_\_ Verify Contact report creation using the CCD (12-2). \_\_\_\_\_
  - \_\_\_\_\_ a. Verify entry of valid what (check icons for each type), and where information (by touch or lasing) in report format (12-2). \_\_\_\_\_
  - \_\_\_\_\_ b. Verify post to map function correctly places icons on CCD map (11-6). \_\_\_\_\_
11. \_\_\_\_\_ Verbally verify accurate transmission of Contact report to Bn TOC using send function. Check report contents. \_\_\_\_\_
12. \_\_\_\_\_ Verbally verify accurate transmission of Contact report to another CCD using send function. Check report contents. \_\_\_\_\_
13. \_\_\_\_\_ Verify copy of the report sent appears in the Contact old file (11-5). \_\_\_\_\_
14. \_\_\_\_\_ Verify Intel report creation using the CCD (12-3). \_\_\_\_\_
  - \_\_\_\_\_ a. Verify entry of valid enemy what (check icons types and color), number (using the keypad), where (by touching or lasing), activity, and heading information in the report format (12-3). \_\_\_\_\_
  - \_\_\_\_\_ b. Verify entry of valid friendly what (check icons types and color), number (using the keypad), where (by touching or lasing), activity, and heading information in the report format (12-3). \_\_\_\_\_
  - \_\_\_\_\_ c. Verify entry of valid obstacle what (check icons types and color), and where (by touching or lasing) information in the report format (12-3). \_\_\_\_\_
  - \_\_\_\_\_ d. Verify entry of As of information in the report format (12-3). \_\_\_\_\_
  - \_\_\_\_\_ e. Verify correct operation of the summary page in the report format (12-3). \_\_\_\_\_
  - \_\_\_\_\_ f. Verify post to map function correctly places icons on CCD map (11-6). \_\_\_\_\_
  - \_\_\_\_\_ g. Verify operation of Next, Cancel, and Back buttons (11-6). \_\_\_\_\_

- \_\_\_\_\_ h. Verify item selection on P3 brings up the correct page for editing and replaces the next button with a SUMMARY button (12-3).
- \_\_\_\_\_ i. Verify pressing summary button takes you to P3 (12-3).
15. \_\_\_\_\_ Verbally verify accurate transmission of Intel report to Bn TOC using send function. Check report contents.
16. \_\_\_\_\_ Verbally verify accurate transmission of Intel report to another CCD using send function. Check report contents.
17. \_\_\_\_\_ Verify copy of the report sent appear in the Intel old file (11-6).
18. \_\_\_\_\_ Verify NBC report creation using the CCD (12-6).
- \_\_\_\_\_ a. Verify entry of valid Obs Loc, Atk Loc (by touch or lasing), Burst (check icons for each type), and Attack (check options) information in report format (12-6).
- \_\_\_\_\_ b. Verify entry of Flash/Bang Time, Number Shells, Nuc Crtr Diam(m), Nuc Cloud We(deg), and Nuc Cloud Ht(deg) in report format. Each of these items use the numeric keypad (12-6).
- \_\_\_\_\_ c. Verify post to map function correctly places icons on CCD map (11-6).
- \_\_\_\_\_ d. Verify entry of As of information in the report format (12-6).
- \_\_\_\_\_ e. Verify correct operation of the summary page in the report format (12-6).
- \_\_\_\_\_ f. Verify post to map function correctly places icons on CCD map (11-6).
- \_\_\_\_\_ g. Verify operation of Next, Cancel, and Back buttons (12-6).
- \_\_\_\_\_ h. Verify item selection of P3 brings up the correct page for editing and replaces the next button with a SUMMARY button (12-6).
- \_\_\_\_\_ i. Verify pressing summary button takes you to P3 (12-6).
19. \_\_\_\_\_ Verbally verify accurate transmission of NBC report to Bn TOC using send function. Check report contents.

20. \_\_\_\_\_ Verbally verify accurate transission of NBC report to another CCD using send function. Check report contents. \_\_\_\_\_
21. \_\_\_\_\_ Verify copy of the reoprnt sent appear in the NBC old file (11-5). \_\_\_\_\_
22. \_\_\_\_\_ Verify Shell report creation using the CCD (12-7). \_\_\_\_\_
- \_\_\_\_\_ a. Verify entry of valid number (using the numeric keypad) and where information in report format (12-7). \_\_\_\_\_
- \_\_\_\_\_ b. Verify post to map function correctly places icon on CCD map (11-6). \_\_\_\_\_
23. \_\_\_\_\_ Verbally verify accurate transmission of Shell report to Bn TOC using send function. Check report contents. \_\_\_\_\_
24. \_\_\_\_\_ Verbally verify accurate transmission of Shell report to another CCD using send funciton. Check report contents. \_\_\_\_\_
25. \_\_\_\_\_ Verify copy of the report sent appear in the Shell old file (11-5). \_\_\_\_\_
26. \_\_\_\_\_ Verify Spot report creation using the CCD (12-7). \_\_\_\_\_
- \_\_\_\_\_ a. Verify entry of valid what (check icons for each type), where (by touch or lasing), and Heading information in report format (12-7). \_\_\_\_\_
- \_\_\_\_\_ b. Verify entry of valid Enemy Act, Own Act, and As of (check options) information in report format (12-7). \_\_\_\_\_
- \_\_\_\_\_ c. Verify post to map function correctly places icons on CCD map (12-7). \_\_\_\_\_
- \_\_\_\_\_ d. Verify operation of Next, Cancel, and Back buttons (12-7). \_\_\_\_\_
- \_\_\_\_\_ e. Verify item selection on P3 brings up the correct page for editing and replaces te next button with a SUMMARY button (12-7). \_\_\_\_\_
- \_\_\_\_\_ f. Verify pressing summary butto takes you to P3 (12-7). \_\_\_\_\_
27. \_\_\_\_\_ Verbally verify accurate transmission of Spot report to Bn TOC using send function. Check report contents. \_\_\_\_\_
28. \_\_\_\_\_ Verbally verify accurate transmission of Spot report to another CCD using send funciton. Check report contents. \_\_\_\_\_

29. \_\_\_\_\_ Verify copy of the report sent appear in the \_\_\_\_\_  
Spot old file (11-5). \_\_\_\_\_
30. \_\_\_\_\_ Verify Sit Rep creation using the CCD \_\_\_\_\_  
(12-9). \_\_\_\_\_
- \_\_\_\_\_ a. Verify entry of valid As of, FLOT (by \_\_\_\_\_  
touch or lasing), Enemy Act (check both \_\_\_\_\_  
option sets), Crit Shhort boxes, and Cdr \_\_\_\_\_  
Intent (check options) information in \_\_\_\_\_  
report format. \_\_\_\_\_
- \_\_\_\_\_ b. Verify post to map function correctly \_\_\_\_\_  
places icons on CCD map (11-6). \_\_\_\_\_
- \_\_\_\_\_ c. Verify operation of Next, Cancel, and \_\_\_\_\_  
Back buttons (12-9). \_\_\_\_\_
- \_\_\_\_\_ d. Verify item selection on P3 brings up \_\_\_\_\_  
the correct page for editing and replaces \_\_\_\_\_  
the next button with a SUMMARY button \_\_\_\_\_  
(12-9). \_\_\_\_\_
- \_\_\_\_\_ e. Verify pressing summary button takes \_\_\_\_\_  
you to P3 (12-9). \_\_\_\_\_
31. \_\_\_\_\_ Verbally verify accurate transmission of Sit \_\_\_\_\_  
Rep to Bn TOC using send function. \_\_\_\_\_  
Check report contents. \_\_\_\_\_
32. \_\_\_\_\_ Verbally verify accurate transmission of Sit \_\_\_\_\_  
Rep to another CCD using send function. \_\_\_\_\_  
Check report contents. \_\_\_\_\_
33. \_\_\_\_\_ Verify copy of the report sent appear in the \_\_\_\_\_  
Sit Rep old file (11-5). \_\_\_\_\_
34. \_\_\_\_\_ Verify the correct operation of the \_\_\_\_\_  
CANCEL button during reprot creation \_\_\_\_\_  
(12-9). \_\_\_\_\_
35. \_\_\_\_\_ Verify the correct opearation of the \_\_\_\_\_  
DELETE button while reviewing old \_\_\_\_\_  
messages. Note if posted icons disappear \_\_\_\_\_  
where appropriate (11-7). \_\_\_\_\_
36. \_\_\_\_\_ Verify the correct operation of the \_\_\_\_\_  
DELETE button in the old files (NOT \_\_\_\_\_  
from within a reprot) (11-7). \_\_\_\_\_

**Remarks.** Use the space below to note additional problems encountered after initial checkout, or if additional space is needed.

---

---

---

---

## CVCC CCD MESSAGE HANDLING OPERATOR'S CHECKLIST

Research Asst: \_\_\_\_\_  
 Simulator #: \_\_\_\_\_

Date: \_\_\_\_\_

| STATUS    | ITEM  | REMARKS |
|-----------|---|---------|
| 1. _____  | Verify incoming messages highlight the receive button and beep in the headset (11-3).   | _____   |
| 2. _____  | Verify receive queue is correctly displayed (11-3).   | _____   |
| 3. _____  | Verify correct operation of Prev Page and Next Page buttons to shift the queue up or down one screen of messages (11-3).            | _____   |
| 4. _____  | Verify correct display of messages list information (i.e., 1-9/10) at top of receive queue ((11-3).                                 | _____   |
| 5. _____  | Verify message headers display status, originator, rport type, posted icon indicator, and time (11-3).                              | _____   |
| 6. _____  | Verify incoming report icons appear on the CCD map and flash for 10 seconds fter message is received (11-3).                        | _____   |
| 7. _____  | Verify icons appearing off the CCD map place arrows along the map edge (11-3).  | _____   |
| 8. _____  | Verify off-screen arrows display a 'tail' and the correct report icon when the arrow is touched on the CCD map (11-3).              | _____   |
| 9. _____  | Verify icons are highlighted on the CCD map when the report is selected in the receive queue (11-3).                                | _____   |
| 10. _____ | Verify messages appear when the show button is pressed. Check the accuracy of contents including the sender/originator information. | _____   |
| 11. _____ | Verify received messages can be deleted while being viewed.   | _____   |
| 12. _____ | Verify received messages can be deleted from the receive queue.   | _____   |
| 13. _____ | Verify messages can be relayed higher or lower (11-4).  | _____   |
| 14. _____ | Verify correct update of message status indicator when a message is read and/or relayed (11-4).                                     | _____   |



15. \_\_\_\_\_ Verify duplicate messages do not appear in the receive queue. Duplicate messages include similar messages sent from different originators. \_\_\_\_\_
16. \_\_\_\_\_ Verify high priority messages appear in the receive queue before low priority messages. High priority messages include Contact, CFF, Adjust, Intel, and NBC reports. \_\_\_\_\_
17. \_\_\_\_\_ Verify more recent reports within a priority group appear higher in the queue than previously received reports. \_\_\_\_\_
18. \_\_\_\_\_ Verify messages "age" out of the receive queue after five minutes (Note: the CCD checks message age once per minute and removes reports older than five ONLY if the receive queue is not open) (11-3). \_\_\_\_\_
19. \_\_\_\_\_ Verify messages relayed or that aged out of the queue are moved to the old files (11-4). \_\_\_\_\_
20. \_\_\_\_\_ Verify show messages operation in old files. Icons should be displayed when header is selected (11-5). \_\_\_\_\_
21. \_\_\_\_\_ Verify delete function in old files (11-5). \_\_\_\_\_
22. \_\_\_\_\_ Verify "hot" icon functionality when the receive queue is open. \_\_\_\_\_
  - \_\_\_\_\_ a. When a posted icon is selected the message should be immediately displayed immediately after touching the "hot" icon. \_\_\_\_\_
  - \_\_\_\_\_ b. Messages currently in the receive queue or old files are displayed immediately after touching the "hot" icon. \_\_\_\_\_

**Remarks.** Use the space below to note additional problems encountered after initial checkout, or if additional space is needed.

---

---

---

---

---

---

---

---

---

---

## CVCC CCD MAP FUNCTION OPERATOR'S CHECKLIST

Research Asst: \_\_\_\_\_

Date: \_\_\_\_\_

Simulator #: \_\_\_\_\_

| STATUS    | ITEM   | REMARKS |
|-----------|--|---------|
| 1. _____  | Verify map scale functions operate properly.   | _____   |
| _____     | a. All map scale options (1:25,000, 1:50,000, 1:125,000, and 1:250,000) display correctly (4-1).                             | _____   |
| _____     | b. Record average time to change to any map scale (check each scale twice).  | _____   |
| 2. _____  | Verify map features operate properly (4-2).  | _____   |
| _____     | a. All map features (Contour Lines, Grid Lines, Rivers, Roads, and Vegetation) selected or removed display correctly (4-2).  | _____   |
| _____     | b. Record average time to display or remove any feature (time display and removal for each feature once).                    | _____   |
| 3. _____  | Verify received overlays display correct message headers (5-1).  | _____   |
| 4. _____  | Verify overlay show function displays overlay on CCD map (5-2).  | _____   |
| 5. _____  | Verify overlays move to the old files after using the show function (5-2).   | _____   |
| 6. _____  | Verify overlay headers correctly display a "*" only when the overlay is posted (5-5).  | _____   |
| 7. _____  | Verify duplicate overlays handled properly (5-1).  | _____   |
| 8. _____  | Verify received overlay correctly display all objects from original overlay.   | _____   |
| 9. _____  | Verify delete overlay function operates properly in the receive queue, in the overlay file, and in the overlay report (5-7). | _____   |
| 10. _____ | Verify selection of Jump from the CCD dedicated menu operates properly (6-2).  | _____   |
| _____     | a. Selecting Jump correctly displays eight "hot spots" on the CCD map (6-2).   | _____   |
| _____     | b. Selecting Jump correctly toggles the dedicated menu key to Follow (6-1).  | _____   |

- \_\_\_\_\_ c. Pressing a "hot spot" shifts the terrain displayed on the CCD map approximately 1/2 of a map screen in the correct direction (6-2). \_\_\_\_\_
- \_\_\_\_\_ d. Record the average time to Jump in any direction (use four jumps). \_\_\_\_\_
11. \_\_\_\_\_ Verify Follow button on the CCD dedicated menu operates properly (Note: the correct "Home" position may not be the map center once move vehicle is used) (6-1). \_\_\_\_\_
12. \_\_\_\_\_ Verify selection of move vehicle box permits the tank icon and terrain to be relocated on the CCD map only when selected (1-2). \_\_\_\_\_
13. \_\_\_\_\_ Verify Unpost Icons function operates properly (3-2). \_\_\_\_\_
- \_\_\_\_\_ a. Icons selected by pointing are correctly highlighted on the CCD map (Note: if a report contains more than one icon, all of its icons are treated as a group) (3-2). \_\_\_\_\_
- \_\_\_\_\_ b. Selecting older than options (5, 10, 30, or 180 minutes) correctly highlight appropriate icons on the CCD map (3-2). \_\_\_\_\_
- \_\_\_\_\_ c. Selecting REMOVE ALL highlights all posted icons on the CCD map (3-2). \_\_\_\_\_
- \_\_\_\_\_ d. Selecting RESET unhighlights any selected icons on the CCD map (3-2). \_\_\_\_\_
- \_\_\_\_\_ e. Selecting UNPOST correctly removes highlighted posted icons from the CCD map (3-2). \_\_\_\_\_

**Remarks.** Use the space below to note additional problems encountered after initial checkout, or if additional space is needed.

---

---

---

---

---

---

---

---

---

---

---

---

## CVCC CITV SYSTEM OPERATOR'S CHECKLIST

Research Asst: \_\_\_\_\_

Date: \_\_\_\_\_

Simulator #: \_\_\_\_\_

| #  | STATUS | ITEM  | REMARKS |
|----|--------|---|---------|
| 1. | _____  | Verify application of CITV power using power switch (Note: CITV will cycle in standby for approx. 8 sec warmup) (14-2).                       | _____   |
| 2. | _____  | Verify correct display of CITV out-the-window view. The view should be thermal (14-2).  | _____   |
| 3. | _____  | Verify operation of Polarity switch causes thermal view to toggle between white hot to black hot (15-4).                                      | _____   |
| 4. | _____  | Verify correct operation of the CITV/GPS switch (14-3).   | _____   |
|    | _____  | a. Verify commander's control handle is operating the main gun when switch set to GPS. The CITV view should not update (14-3).                | _____   |
|    | _____  | b. Verify commander's control handle is operating the CITV when set to GPS (14-3).  | _____   |
| 5. | _____  | Verify proper operation of GLOS mode. CITV should be slaved to the main gun (18-1).   | _____   |
|    | _____  | a. Verify CITV slaved to main gun (18-1).   | _____   |
|    | _____  | b. Verify override of GLOS mode when holding in palm switch on control handle. This should permit manual search (18-1).                       | _____   |
| 6. | _____  | Verify proper operation of manual search mode (16-1).   | _____   |
| 7. | _____  | Verify proper operation of autoscan mode.   | _____   |
|    | _____  | a. Verify setting of right and left sectors using the sector set button, the control handle, and the left and right four-way switches (17-2). | _____   |
|    | _____  | b. Verify setting of scan rate using the rate set button and the top and bottom four-way switches (17-3).                                     | _____   |

- \_\_\_\_\_ c. Verify override of autoscan mode when holding in the palm switch on control handle. This should permit manual search (17-3). \_\_\_\_\_
8. \_\_\_\_\_ Verify proper operation of the CITV laser (15-1). \_\_\_\_\_
- \_\_\_\_\_ a. Verify correct range appears in CITV display when lasing (15-1). \_\_\_\_\_
- \_\_\_\_\_ b. Verify correct operation of the IFF system when lasing to a target vehicle (15-2). \_\_\_\_\_
9. \_\_\_\_\_ Verify correct operation of the CITV target designate function. Pressing and holding the designate button should slew the main gun to the same view as the CITV display (15-5). \_\_\_\_\_
10. \_\_\_\_\_ Verify correct operation of the CITV 3X/10X toggle on the control handle. Make sure appropriate target reticle is displayed (15-3). \_\_\_\_\_
11. \_\_\_\_\_ Verify use of CITV laser range finder to input grid locations into CCD combat reports (15-1). \_\_\_\_\_

**Remarks.** Use the space below to note additional problems encountered after initial checkout, or if additional space is needed.

---

---

---

---

---

---

---

---

---

---

---

---

## DATA SHEET

### CVCC SIMULATOR OPERATION

Simulator nr: \_\_\_\_\_

Enter  
OK or X

An Entry of "X" in Column 1 Requires  
a Comment in this Column.

#### COMMANDER

1. \_\_\_\_ Vision devices all operate properly.
2. \_\_\_\_ Turret controls operate properly.
3. \_\_\_\_ Intercom operates properly.
4. \_\_\_\_ Radios (Set A & Set B) operate properly.
5. \_\_\_\_ Cupola controls operate properly.
6. \_\_\_\_ GPSE/Turret Override Operates.
7. \_\_\_\_ Ammo redistribute operates properly.
8. \_\_\_\_ Ambient Sound System OK.

|  |
|--|
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |

#### GUNNER

1. \_\_\_\_ Vision devices all operate properly.
2. \_\_\_\_ Turret controls operate properly.
3. \_\_\_\_ Intercom operates properly.
4. \_\_\_\_ Radios (Set A & Set B) operate properly.
5. \_\_\_\_ 3x/10x power switch operates OK  
(daylight).
6. \_\_\_\_ 3x/10x power switch operates OK  
(daylight).
7. \_\_\_\_ Gun is boresighted OK.
8. \_\_\_\_ Ammo Selector Switch OK.
9. \_\_\_\_ Autoloader Functions properly.
10. \_\_\_\_ Footswitch functions properly.
11. \_\_\_\_ Ambient Sound system OK.
12. \_\_\_\_ Laser RF operates OK.

|  |
|--|
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |
|  |

#### DRIVER

1. \_\_\_\_ Vision devices all operate properly.
2. \_\_\_\_ Steering controls operate properly.
3. \_\_\_\_ Intercom operates properly.
4. \_\_\_\_ Radios (Set A & Set B) operate properly.
5. \_\_\_\_ Engine starts and operates properly.
6. \_\_\_\_ All gauges and warning Lights OK.
7. \_\_\_\_ Parking and Service Brakes OK.

|  |
|--|
|  |
|  |
|  |
|  |
|  |
|  |
|  |

- 
- 
- 
- 

1. \_\_\_\_ Intercom box allows monitoring both Sets A & B and Intercom.
2. \_\_\_\_ Loader's vision device works OK.
3. \_\_\_\_ RA's commo device to ECR works properly.

- 
- 
- 
- 
- 

[illegible]

CREW      Name \_\_\_\_\_  
              Name \_\_\_\_\_

Date \_\_\_\_\_

Research Asst: \_\_\_\_\_  
 Simulator #: \_\_\_\_\_

| #   | STATUS | ITEM  | REMARKS |
|-----|--------|---|---------|
| 1.  | _____  | Verify correct initialization of the driver's out-the-window views.                   | _____   |
| 2.  | _____  | Verify correct operation of start-up procedures.                                      | _____   |
| 3.  | _____  | Verify vehicle transmission and throttle operate properly.                            | _____   |
| 4.  | _____  | Verify correct operation of steering bar.   | _____   |
| 5.  | _____  | Verify correct operation of speedometer.  | _____   |
| 6.  | _____  | Verify vehicle can drive over rivers without getting stuck.                           | _____   |
| 7.  | _____  | Verify correct operation of the Thermal Mode switch on the gunner's main panel.       | _____   |
| 8.  | _____  | Verify fuel guages work properly and initially are "full."                            | _____   |
| 9.  | _____  | Verify other guages and warning lights operate properly.                              | _____   |
| 10. | _____  | Verify service brake operates correctly.  | _____   |
| 11. | _____  | Verify correct operation of the parking brake and release.                            | _____   |
| 12. | _____  | Verify observation of other friendly vehicles, enemy vehicles, and artillery impacts. | _____   |

[illegible]



# CVCC M1 SIMULATOR ARMAMENT AND AUTOLOADER OPERATOR'S CHECKLIST

Research Asst: \_\_\_\_\_  
Simulator #: \_\_\_\_\_

Date: \_\_\_\_\_

| #   | STATUS | ITEM  | REMARKS                 |
|-----|--------|---|-------------------------|
| 1.  | _____  | Verify proper operation of the Gunner's control handle. This includes the palm switches, trigger, and activation of the laser range finder (LRF). | _____<br>_____<br>_____ |
| 2.  | _____  | Verify correct display of LRF return values visible in the GPS.   | _____<br>_____<br>_____ |
| 3.  | _____  | Verify correct operation of the reticle brightness control.   | _____<br>_____<br>_____ |
| 4.  | _____  | Verify GPS is properly boresighted. Also, check for "drift."  | _____<br>_____<br>_____ |
| 5.  | _____  | Verify correct color and brightness adjustment of the GPS.  | _____<br>_____<br>_____ |
| 6.  | _____  | Verify correct operation of the daylight 3X/10X toggle on the gunner's main panel.  | _____<br>_____<br>_____ |
| 7.  | _____  | Verify correct operation of the Thermal Mode switch on the gunner's main panel.   | _____<br>_____<br>_____ |
| 8.  | _____  | Verify correct operation of the CLR/SHTR/FLTR switch on the gunner's main panel.  | _____<br>_____<br>_____ |
| 9.  | _____  | Verify correct operation of the white hot/black hot toggle on the gunner's main panel.  | _____<br>_____<br>_____ |
| 10. | _____  | Verify correct operation of the ammo select switch on the gunner's main paanel.   | _____<br>_____<br>_____ |
| 11. | _____  | Verify correct operation of the ammo redistribution controls at the TC station.   | _____<br>_____<br>_____ |
| 12. | _____  | Verify correct operation of the commander's control handle override and trigger. Make sure CITV is of set to GPS.                                 | _____<br>_____<br>_____ |
| 13. | _____  | Verify correct CVCC basic load (40 rnds total--27 Sabot, 13 HEAT).  | _____<br>_____<br>_____ |
| 14. | _____  | Verify "9" switch reloads correct CVCC basic load.  | _____<br>_____<br>_____ |
| 15. | _____  | Verify "kill suppress" function operates properly.  | _____<br>_____<br>_____ |
| 16. | _____  | Verify correct operation of the Turret-To-Hull reference indicator.   | _____<br>_____<br>_____ |

17. \_\_\_\_\_ Verify Grid Azimuth button at the  
Comander's station and indicator displays  
correct orientation of the maain gun while  
the tank is stationary. \_\_\_\_\_
18. \_\_\_\_\_ Verify all other guages in the gunner's  
station operate properly. \_\_\_\_\_
19. \_\_\_\_\_ Verify all other guages in the commander's  
station operate properly. \_\_\_\_\_

**Remarks.** *Use the space below to note additional problems encountered after initial checkout,  
or if additional space is needed.*

---

---

---

---

---

---

---

---

---

---

## CVCC M1 SIMULATOR SINCGARS OPERATOR'S CHECKLIST

Research Asst: \_\_\_\_\_  
 Simulator #: \_\_\_\_\_

Date: \_\_\_\_\_

| #   | STATUS | ITEM   | REMARKS |
|-----|--------|--|---------|
| 1.  | _____  | Verify preset frequencies on A and B radios.   | _____   |
| 2.  | _____  | Verify correct operation of channel select switch.   | _____   |
| 3.  | _____  | Verify correct operation of manual select switch.  | _____   |
| 4.  | _____  | Verify correct frequency is displayed in window of A and B radios (Note: if screen is blank, may need to press FREQ button). | _____   |
| 5.  | _____  | Verify RF power switch function operates properly.   | _____   |
| 6.  | _____  | Verify voice communications with the Bn TOC is loud and clear.   | _____   |
| 7.  | _____  | Verify voice communication with other simulators on A and B radios.  | _____   |
| 8.  | _____  | Verify voice communication with the ECR (where appropriate).   | _____   |
| 9.  | _____  | Verify voice communication with the SAF operators (where appropriate).   | _____   |
| 10. | _____  | Verify communication of digital messages using SINCGARS.   | _____   |
| 11. | _____  | Verify radio communication does NOT deteriorate during test event.   | _____   |
| 12. | _____  | Verify radio communication between any other relevant stations is NOT lost unexpectedly.                                     | _____   |

**Remarks.** Use the space below to note additional problems encountered after initial checkout, or if additional space is needed.

---

---

---

---

---

---

---

---

TACTICAL OPERATIONS CENTER WORKSTATION  
CONFIGURATIONS

S-3 Workstation

Overlay Module  
Message Module  
S-3 Formats Module  
Workbook Module  
Concept of Operation  
Module  
Operational Effectiveness  
Module  
Task Organization  
Module

Commander's/Exec O  
Workstation

Concept of Operation  
Module  
Overlay Module  
Message Module  
S-3 Formats Module  
Operational Effectiveness  
Module  
Task Organization  
Module

Combat Service Support  
Workstation

Logistics Module  
Operational Effectiveness  
Module  
Message Module  
Workbook Module  
Overlay Module  
Utilities  
SEND  
CHECKPOINT

S-2 Workstation

Overlay Module  
Message Module  
S-2 Formats Module  
Workbook Module

Fire Support Off.  
Workstation

Fire Planning  
Module  
Overlay Module  
Message Module  
Workbook Module

# DATA SHEET

## System Management Operations

|                | Enter<br>OK or NO   |   | Job Aid<br>Ref Page | COMMENT |
|----------------|---|---|---------------------|---------|
| <u>WINDOWS</u> |   |   |                     |         |
| 1. ____        | Active window frames a buff color when cursor is positioned inside window.  | 4 | _____               |         |
| 2. ____        | Pressing and holding left mouse button on title bar allows you to "drag" window to new location on screen. Releasing mouse button "drops" window at new location.     | 5 | _____               |         |
| 3. ____        | Pressing and holding left mouse button on window frame allows you to drag frame to varying sizes. Releasing mouse button expands/contracts window to designated size. | 5 | _____               |         |
| 4. ____        | Clicking on minimize button stores the windows as a title bar.  | 6 | _____               |         |
| 5. ____        | Double clicking on the title bar restores the window.   | 6 | _____               |         |
| <u>MENUS</u>   |   |   |                     |         |
| 6. ____        | Pressing mouse button when cursor is positioned over menu item activates the menu.  | 7 | _____               |         |
| 7. ____        | Pressing and holding button allows you to drag to selected sub-menu items.  | 7 | _____               |         |
| 8. ____        | Releasing mouse button activates selected window or function.   | 7 | _____               |         |
| 9. ____        | Clicking on menu button activates menu function options.  | 8 | _____               |         |

## DATA SHEET

### Map Module Operations

|                  | Enter<br>OK or NO  |    | Job Aid<br>Ref Page | COMMENT |
|------------------|--|----|---------------------|---------|
| <u>SCALING</u>   |  |    |                     |         |
| 1. ____          | Clicking on MAP menu and dragging to scales adjusts map screen accordingly.                                      | 10 | _____               | _____   |
| <u>SCROLLING</u> |  |    |                     |         |
| 2. ____          | Clicking on right mouse button allows you to scroll map by click, hold, drag, release of cursor on map screen.   | 10 | _____               | _____   |
| 3. ____          | Clicking CENTER HOME centers the map display on the Battalion TOC UTM coordinates.                               | 10 | _____               | _____   |
| 4. ____          | Activating SCROLL BARS causes scroll bars to appear in lower and right portion of map display.                   | 10 | _____               | _____   |
| 5. ____          | Click, hold, and drag scroll bars moves screen in appropriate direction.   | 10 | _____               | _____   |
| 6. ____          | Clicking on REMOVE SCROLL BARS causes scroll bars to disappear from screen.                                      | 10 | _____               | _____   |
| 7. ____          | Dragging and "bumping" created overlay objects against scroll edges causes screen to scroll (only in Edit mode). | 10 | _____               | _____   |
| <u>FEATURES</u>  |  |    |                     |         |
| 8. ____          | Clicking on FEATURES option activates feature menu options.  | 11 | _____               | _____   |
| 9. ____          | Clicking on each option and selecting Apply causes map screens to display selected feature.                      | 11 | _____               | _____   |

## **DATA SHEET**

### **Overlay Operations**

|                                  | Enter<br>OK or NO  | Job Aid<br>Ref Page | COMMENT |
|----------------------------------|--|---------------------|---------|
| <b><u>CREATING OVERLAYS</u></b>  |  |                     |         |
| 1. ____                          | Clicking on OVERLAYS activates pulldown menu.  | 13                  | _____   |
| 2. ____                          | Clicking on CREATE activates dialog box.   | 14                  | _____   |
| 3. ____                          | Clicking on "Name" box allows you type in a name.  | 14                  | _____   |
| 4. ____                          | Clicking CREATE in dialog box changes screen and activates overlay tools.  | 14                  | _____   |
| <b><u>POINTS OF INTEREST</u></b> |  |                     |         |
| 5. ____                          | Clicking on POINTS activates pull-down menu.   | 15                  | _____   |
| 6. ____                          | Clicking on desired point causes appropriate object to be displayed in Preview Box.  | 15                  | _____   |
| 7. ____                          | Clicking on desired location on map screen "drops" the object on the screen.   | 15                  | _____   |
| <b><u>ATTRIBUTES</u></b>         |  |                     |         |
| 8. ____                          | With object displayed in Preview Box, selection of attributes causes object to change accordingly.   | 16                  | _____   |
| <b><u>UNIT SYMBOLS</u></b>       |  |                     |         |
| 9. ____                          | Clicking on unit type (e.g. Armor, Infantry, etc.) activates pull-down menu.   | 16                  | _____   |
| 10. ____                         | Clicking on selected unit causes appropriate unit symbol to be displayed in Preview Box.   | 16                  | _____   |
| 11. ____                         | With unit symbol displayed in Preview Box, selection of attributes causes symbol to change accordingly. Reminder: Text entries require Return entry on keyboard. | 16                  | _____   |
| 12. ____                         | Clicking on desired location causes unit symbol to drop on map screen.   | 16                  | _____   |

## POLYGONS, LINES AND ARROWS

|         |   |       |       |
|---------|---|-------|-------|
| 13.____ | Clicking on selected object causes object to be displayed in Preview Box.                             | 18    | _____ |
| 14.____ | Selection of attributes causes appropriate object changes.  | 18    | _____ |
| 15.____ | Clicking left mouse on map screen causes first point of selected object to be placed on map screen.   | 18,19 | _____ |
| 16.____ | Moving mouse to next location draws appropriate graphics component.                                   | 18,19 | _____ |
| 17.____ | Clicking <u>middle</u> mouse button terminates drawing capability with appropriate graphic displayed. | 18,19 | _____ |

## OBJECTS

|         |   |    |       |
|---------|---|----|-------|
| 18.____ | Clicking on object on map screen activates object menu.   | 20 | _____ |
| 19.____ | Clicking on empty space on map screen and dragging cursor allows you to box multiple objects.   | 20 | _____ |
| 20.____ | Clicking on empty space deactivates box.  | 20 | _____ |
| 21.____ | Selection of MOVE OBJECT on object menu allows you to drop object at a new location.  | 21 | _____ |
| 22.____ | Click, hold, drag, release with <u>middle</u> mouse button allows you to move object or point.  | 21 | _____ |
| 23.____ | Clicking on MOVE from GROUP menu allows you to move a group of boxed objects by clicking on left mouse button at a new location. Reminder: objects will remain grouped until deactivated by clicking on an empty space. | 21 | _____ |
| 24.____ | Lines can be moved using the group move functions for objects.  | 22 | _____ |
| 25.____ | Selecting a group of objects and clicking on DUPLICATE from the GROUP menu causes duplicate objects to appear.  | 22 | _____ |
| 26.____ | Selecting DELETE OBJECT or DELETE LINE from object menu causes a confirmation dialog box to appear.   | 22 | _____ |
| 27.____ | Selecting DELETE from the GROUP menu causes a confirmation dialog box to appear.  | 22 | _____ |



|         |   |    |       |
|---------|---|----|-------|
| 28.____ | Selection of responses from the delete dialog boxes results in the appropriate response.  | 22 | _____ |
| 29.____ | Selecting EDIT ATTRIBUTES from the object menu causes the Attribute Box to appear.  | 23 | _____ |
| 30.____ | Entering changed attributes causes the object on the screen to change accordingly.  | 23 | _____ |
| 31.____ | Clicking on desired new location along a line or polygon and selecting MOVE UNIT SIZE from object menu causes unit size symbol to appear at the new location.                         | 23 | _____ |
| 32.____ | Clicking on object and selecting BRING TO FRONT or BRING TO BACK causes appropriate response.   | 24 | _____ |
| 33.____ | Clicking on subordinate unit and selecting LINK TO from Object Menu allows you to move cursor to a superior unit symbol with an arrow displayed on the first symbol.                  | 24 | _____ |
| 34.____ | Positioning arrow on the superior unit and clicking the left mouse button causes the linked object to disappear.  | 24 | _____ |
| 35.____ | Clicking on object and selecting HIERARCHY from Object Menu allows you to select and display higher or lower level units. (This function is available only when of object is linked.) | 25 | _____ |
| 36.____ | Selecting UNLINK from the object menu causes the single unit symbol to reappear on the screen.  | 26 | _____ |

#### CONTROL MEASURE LABELS

|          |   |    |       |
|----------|---|----|-------|
| 37. ____ | Selecting MOVE LABEL from Object Menu allows you to drop or drag label to new location. | 27 | _____ |
| 38. ____ | Selecting DELETE LABEL from Object Menu causes label to disappear.                      | 27 | _____ |

#### CONTROL MEASURE POINTS

|         |  |    |       |
|---------|--|----|-------|
| 39.____ | Selecting ADD POINT from Object Menu causes a new point to appear next to point clicked. | 28 | _____ |
|---------|--|----|-------|

|         |   |    |       |
|---------|---|----|-------|
| 40.____ | Clicking left mouse button at desired location causes new point to appear.            | 28 | _____ |
| 41.____ | Selection of MOVE POINT allows you to drop or drag a control point to a new location. | 28 | _____ |
| 42.____ | Selecting DELETE POINT from object menu causes the point to disappear.                | 28 | _____ |

### SAVING OVERLAYS

|         |  |    |       |
|---------|--|----|-------|
| 43.____ | Selecting SAVE TOP or SAVE ALL from the overlays menu saves the overlay to disk.   | 29 | _____ |
| 44.____ | Selecting DONE EDITING for an existing overlay causes a dialogue box to appear giving the choices to: SAVE, REMOVE, CANCEL. Reminder: if no changes to an overlay have been made, no dialogue box will appear. | 29 | _____ |

### EDITING OVERLAYS

|          |   |    |       |
|----------|---|----|-------|
| 45. ____ | Selection of SAVE, REMOVE, or CANCEL results in the appropriate response.                       | 30 | _____ |
| 46. ____ | Clicking on EDIT OVERLAYS button from the Overlay Menu causes overlay edit menu to appear.      | 30 | _____ |
| 47. ____ | Desired modifications to the overlay can be made.   | 30 | _____ |
| 48. ____ | Selecting DONE EDITING from the Overlays Menu saves changes and returns you to the normal mode. | 30 | _____ |

### DELETING OVERLAYS

|         |  |    |       |
|---------|--|----|-------|
| 49.____ | Selecting DELETE from the overlays menu causes the overlay list to be displayed. | 30 | _____ |
| 50.____ | Highlighting the desired overlay allows you to select: DELETE or CLOSE.          | 30 | _____ |

## STACKING

- |          |   |    |       |
|----------|---|----|-------|
| 51. ____ | Selecting POST TO MAP or POST TO Sit Disp from stacking menu and clicking on POST button causes appropriate response. | 31 | _____ |
| 52. ____ | Selecting UNPOST FROM MAP or UNPOST FROM Sit Disp and clicking on UNPOST button causes appropriate response.          | 31 | _____ |
| 53. ____ | Selecting ROTATE UP or ROTATE DOWN causes appropriate response.   | 32 | _____ |
| 54. ____ | Selecting STACK provides a list of overlays in the stack.   | 32 | _____ |
| 55. ____ | Highlighting an overlay name and selecting TO TOP or TO BOTTOM causes appropriate response.                           | 32 | _____ |

## COPYING OVERLAYS

- |          |  |    |       |
|----------|--|----|-------|
| 56. ____ | Selecting COPY from overlays menu causes a list of overlays to appear.   | 33 | _____ |
| 57. ____ | Clicking on ROLE box causes a list of overlays available on other workstations to appear.                              | 33 | _____ |
| 58. ____ | Highlighting desired Overlay and clicking on COPY button causes selected overlay to be added to your workstation file. | 33 | _____ |

## SENDING OVERLAYS

- |          |   |    |       |
|----------|---|----|-------|
| 59. ____ | Selecting SEND from the overlays menu causes a list of overlays to appear.  | 33 | _____ |
| 60. ____ | Highlighting desired overlay, selecting desired instruction, and clicking on SEND causes appropriate response. (Confirm with destination simulators). | 33 | _____ |

## DATA SHEET

### Icon Operations

| Enter<br>OK or NO                |   | Job Aid<br>Ref Page | COMMENT |
|----------------------------------|---|---------------------|---------|
| <u>AGGREGATION/DEAGGREGATION</u> |   |                     |         |
| 1. ____                          | Clicking on icon and selecting AGGREGATE from object menu activates pop-up menu.  | 34                  | _____   |
| 2. ____                          | Selection of menu options results in appropriate aggregation.   | 34                  | _____   |
| 3. ____                          | Changing map scales results in a corresponding change in aggregation.   | 35                  | _____   |
| 4. ____                          | Clicking and holding cursor on off-screen arrow causes a pull-down menu to appear.  | 35                  | _____   |
| 5. ____                          | Selecting Remove Arrow causes the arrow to disappear from the screen.   |                     | _____   |
| 6. ____                          | Selecting Go To causes the map display to center on the report icon.  |                     | _____   |
| <u>MESSAGE ICONS</u>             |   |                     |         |
| 7. ____                          | Positioning cursor on message icon, selecting LINK TO, and clicking left mouse button on unit symbol causes icon to disappear. (In edit mode only.) | 36                  | _____   |
| 8. ____                          | Clicking on unit symbol and selecting VIEW MESSAGES from object menu causes a folder outline to appear on the right-hand monitor.                   | 37                  | _____   |
| 9. ____                          | Folder may be moved to desired location.  | 37                  | _____   |
| 10. ____                         | Highlighting desired message and clicking on SELECTED in the View Message menu causes the message to be displayed.                                  | 37                  | _____   |
| 11. ____                         | Selecting BRING TO FRONT or BRING TO BACK in the view message menu causes the message to be displayed.  | 37                  | _____   |

## DATA SHEET

### Message Module Operations

| Enter<br>OK or NO  | Job Aid<br>Ref Page | COMMENT |
|--|---------------------|---------|
| <b><u>MESSAGE OPERATIONS</u></b>   |                     |         |
| 1. ____ Selecting RECEIVE FILTER from FILTER menu activates FILTER MESSAGES pop-up box.  | 39                  | _____   |
| 2. ____ Filter names toggle on and off.  | 39                  | _____   |
| 3. ____ Clicking APPLY returns you to current folder.  | 39                  | _____   |
| 4. ____ Your workstation receives no messages for which a filter is activated.   | 39,40               | _____   |
| 5. ____ Your workstation receives all appropriate messages not filtered.   | 39,40               | _____   |
| 6. ____ Message lines are automatically displayed in your workstation In Folder's List Box.  | 39,40               | _____   |
| 7. ____ Highlighting message line and clicking on SELECTED causes the MESSAGE VIEWER to appear with the appropriate message displayed. | 40                  | _____   |
| 8. ____ Clicking on PREVIOUS or NEXT causes the appropriate message to be displayed.   | 40                  | _____   |
| 9. ____ Clicking on ROUTE button, selecting destination(s), and clicking SEND returns you to current folder.                           | 40                  | _____   |
| 10. ____ Clicking on DELETE button causes selected message to be deleted.  | 41                  | _____   |
| 11. ____ Deleting messages from Map Display folder or SitDisp folder deletes icons from the map or SitDisp.                            | 41                  | _____   |
| 12. ____ Clicking on COMPOSE and selection of message type causes the appropriate message "shell" to appear on the screen.             | 42                  | _____   |
| 13. ____ All information can be entered in the appropriate fields, i.e.:   | 43                  | _____   |
| -Response Menus  |                     | _____   |
| -Destination Options   |                     | _____   |
| -Location Fields   |                     | _____   |
| 14. ____ An icon appears on the map when a location field is completed.  | 43                  | _____   |
| 15. ____ The icon disappears when the message is sent.   | 43                  | _____   |
| 16. ____ The Map Display/SitDisp is posted when message is sent to the respective folder(s).   | 43                  | _____   |

## DATA SHEET

### Folders and Workbook Operations

|                 | Enter<br>OK or NO   | Job Aid<br>Ref Page | COMMENT |
|-----------------|---|---------------------|---------|
| <u>INFOLDER</u> |   |                     |         |
| 1. ____         | InFolder is displayed on right-hand monitor.  | 44                  | _____   |
| 2. ____         | Frame turns a buff color when cursor is placed anywhere on window.  | 44                  | _____   |
| 3. ____         | Clicking on message information line highlights the line in black with a yellow border.   | 44                  | _____   |
| 4. ____         | Clicking on SELECTED button causes selected MESSAGE VIEWER to display in an adjacent window.  | 44                  | _____   |
| 5. ____         | Clicking on NEXT button causes MESSAGE VIEWER to change to next later message on list.  | 44                  | _____   |
| 6. ____         | Clicking on PREVIOUS button returns MESSAGE VIEWER to originally selected message.  | 44                  | _____   |
| 7. ____         | Clicking on ROUTE button causes ROUTE MESSAGE window to display.  | 44                  | _____   |
| 8. ____         | Clicking on DELETE button causes highlighted message to be deleted.   | 44                  | _____   |
| 9. ____         | Clicking on FOLDER button activates pull-down menu.   | 44                  | _____   |
| 10. ____        | Clicking on FILTER button activates pull-down menu.   | 44                  | _____   |
| 11. ____        | Clicking on COMPOSE button activates pull-down menu.  | 44                  | _____   |
| 12. ____        | Scroll bar functions properly.  | 44                  | _____   |
| <u>WORKBOOK</u> |   |                     |         |
| 13. ____        | Selecting WORKBOOK from folder menu causes a Workbook pop-up menu to appear.  | 45                  | _____   |
| 14. ____        | Highlighting of workbook title and selection of OPEN causes the workbook to open.   | 45                  | _____   |
| 15. ____        | Selecting CREATE opens a dialogue box for entry of the workbook title. Clicking on the text box, typing in the overly name, and selecting CREATE adds the new workbook to the list. | 45                  | _____   |

|         |   |    |       |
|---------|---|----|-------|
| 16.____ | Selecting the DELETE option after highlighting deletes the selected workbook. | 45 | _____ |
| 17.____ | Selecting the CLOSE option closes the workbook.                               | 46 | _____ |

#### REMOTE STATIONS

|         |   |    |       |
|---------|---|----|-------|
| 18.____ | Selecting REMOTE from the folder menu causes a list of folders to appear. | 46 | _____ |
| 19.____ | Clicking on ROLE/ID button allows selection of remote workstation.        | 46 | _____ |

## DATA SHEET

### Format Module Operations

|                              | Enter<br>OK or NO  | Job Aid<br>Ref Page | COMMENT                          |
|------------------------------|--|---------------------|----------------------------------|
| <u>FORMAT MANAGER WINDOW</u> |  |                     |                                  |
| 1. ____                      | The format manager window displays all available reports in a list box.  | 47                  | _____<br>_____                   |
| <u>CREATING REPORTS</u>      |  |                     |                                  |
| 2. ____                      | Highlighting desired report type in the format manager window and clicking on CREATE button causes a dialogue box to appear.   | 48                  | _____<br>_____                   |
| 3. ____                      | Typing in the name, and clicking on CREATE causes the FORMAT VIEWER to appear.   | 48                  | _____<br>_____                   |
| 4. ____                      | Clicking in the window allows you to type changes/enter text to the report.  | 48                  | _____<br>_____                   |
| 5. ____                      | Clicking on the SAVE button saves the report and adds it to the FORMAT MANAGER WINDOW.   | 48                  | _____<br>_____                   |
| <u>EDITING REPORTS</u>       |  |                     |                                  |
| 6. ____                      | Selecting format type from the FORMAT MANAGER WINDOW, highlighting desired report, and clicking on OPEN allows you to change text.   | 49                  | _____<br>_____                   |
| 7. ____                      | Selecting SAVE or CLOSE (witout saving) causes the appropriate response.   | 49                  | _____<br>_____                   |
| <u>COPYING REPORTS</u>       |  |                     |                                  |
| 8. ____                      | Selecting format type from the FORMAT MANAGER WINDOW, highlighting desired report, and clicking on COPY allows you to enter the report name. Clicking on COPY copies the report. | 49                  | _____<br>_____<br>_____<br>_____ |



### DELETING REPORTS

- |          |  |    |                                  |
|----------|--|----|----------------------------------|
| 9. ____  | Selecting format type from the FORMAT<br>MANAGER WINDOW, highlighting desired<br>report, and clicking onDELETE button causes<br>a confirmation dialogue box to appear. | 50 | _____<br>_____<br>_____<br>_____ |
| 10. ____ | Selecting options in dialogue box causes the<br>appropriate response.  | 50 | _____<br>_____<br>_____          |

### LEAVING THE FORMAT VIEWER

- |          |  |    |                |
|----------|--|----|----------------|
| 11. ____ | Selecting CLOSE returns you to the<br>FORMAT MANAGER WINDOW. | 50 | _____<br>_____ |
|----------|--|----|----------------|

## DATA SHEET

### Concept of Operations (COO) Module Operations

| Enter<br>OK or NO  | Job Aid<br>Ref Page | COMMENT                          |
|--|---------------------|----------------------------------|
| <u>COO OVERLAY</u>   |                     |                                  |
| 1. ____ Highlighting COO and clicking on Create results in a set of special COO commands displayed at the bottom of the screen.                              | 51                  | _____<br>_____<br>_____          |
| <u>IMPORTING A TASK ORGANIZATION</u>   |                     |                                  |
| 2. ____ Clicking on Import TO causes a battalion unit symbol to be displayed. Reminder: a battalion symbol automatically displays with selection of the COO. | 51                  | _____<br>_____<br>_____<br>_____ |
| 3. ____ Clicking on the battalion unit symbol with the left mouse button causes a pull-down menu to appear.  | 51                  | _____<br>_____<br>_____<br>_____ |
| 4. ____ Selection of the desired echelon results in the display of the appropriate unit symbols.   | 51                  | _____<br>_____<br>_____<br>_____ |
| <u>ADDING PHASES</u>   |                     |                                  |
| 5. ____ Icons can be positioned as desired by using the click, hold, drag, release routine.  | 52                  | _____<br>_____<br>_____          |
| 6. ____ Selection of new or insert results in new phase icons displayed slightly offset from original icons.   | 52                  | _____<br>_____<br>_____<br>_____ |
| 7. ____ New icons can be moved to desired locations as in #5 above.  | 52                  | _____<br>_____<br>_____<br>_____ |
| <u>SETTING CURRENT PHASE</u>   |                     |                                  |
| 8. ____ Adding a new phase using New or Insert command results in the newly created phase becoming the current phase. (Dark line unit symbols).              | 53                  | _____<br>_____<br>_____<br>_____ |

- |         |   |    |                   |
|---------|---|----|-------------------|
| 9. ____ | Using the Select Slide buttons causes the selected phase to become the current phase. (Dark line unit symbols). | 53 | <hr/> <hr/> <hr/> |
|---------|---|----|-------------------|

### DELETING PHASES

- |          |   |    |                         |
|----------|---|----|-------------------------|
| 10. ____ | Selecting the Delete button deletes all icons from the current phase.   | 53 | <hr/> <hr/>             |
| 11. ____ | Selecting Delete on the Object Menu of a specific unit deletes that unit. Reminer: only when using Group menu pull-down after grouping objects. |    | <hr/> <hr/> <hr/> <hr/> |
| 12. ____ | Ghost icons disappear when the cursor is clicked on Hide Phases.  | 54 | <hr/> <hr/>             |
| 13. ____ | All icons (ghost and current) are displayed when the cursor is clicked on Show Phases.  | 54 | <hr/> <hr/>             |

### BRIEFING COO OVERLAYS

- |          |   |    |                   |
|----------|---|----|-------------------|
| 14. ____ | Clicking on arrow buttons on the Select Phase slides steps through the overlay one phase at a time. | 53 | <hr/> <hr/>       |
| 15. ____ | Dragging slider with the cursor moves throught the phases when the mouse button is released.        | 54 | <hr/> <hr/> <hr/> |

## DATA SHEET

### Task Organization/Operational Effectiveness (TO/OE) Module Operations

| Enter<br>OK or NO        |  | Job Aid<br>Ref Page | COMMENT |
|--------------------------|--|---------------------|---------|
| <u>MODULE OPERATIONS</u> |  |                     |         |
| 1. ____                  | Highlighting desired unit and clicking on summary box causes a summary pop-up viewer to appear.            | 56                  | _____   |
| 2. ____                  | The quadrants in the status circle charts display the applicable colors.                                   | 56                  | _____   |
| 3. ____                  | Highlighting the desired unit and clicking on the Ammo box causes an ammunition pop-up menu to appear.     | 57                  | _____   |
| 4. ____                  | The bar graphs display the correct information and color coding--you must verify this with the simulators. | 57                  | _____   |
| 5. ____                  | The functionality for Equipment, Fuel, and Personnel follows the same sequence as #3 and #4 above.         | 58,59<br>60         | _____   |

## DATA SHEET

### Fire Support Module Operations

| Enter<br>OK or NO                       |   | Job Aid<br>Ref Page | COMMENT                 |
|---|---|---------------------|-------------------------|
| <u>TARGET REFERENCE POINTS (TRPs)</u>   |   |                     |                         |
| 1. ____                                 | Using the "Creating points of interest" techniques outlined on page 15 of the job aid, you can "drop" a TRP at a desired location.                    | 61                  | _____<br>_____<br>_____ |
| <u>FIELD ARTILLERY/MORTAR POSITIONS</u> |   |                     |                         |
| 2. ____                                 | Selecting HOWITZER from the Fire Support pull-down menu causes a howitzer symbol to appear in the Preview Box.  | 62                  | _____<br>_____<br>_____ |
| 3. ____                                 | Selecting Add Range Fans for the Map pull-down menu causes a range fan to be displayed in the preview box.  | 62                  | _____<br>_____<br>_____ |
| 4. ____                                 | Typing in desired labels and rotation causes the appropriate entry to be displayed in the preview box.  | 62                  | _____<br>_____<br>_____ |
| 5. ____                                 | Dropping the howitzer symbol on the map results in the appropriate display.   | 62                  | _____<br>_____<br>_____ |
| <u>TARGET PROCESSING</u>                |   |                     |                         |
| 6. ____                                 | Selecting CFF from the Compose menu pull-down causes the CFF Message Composer to appear.  | 63                  | _____<br>_____<br>_____ |
| 7. ____                                 | Clicking the cursor on the What window causes a pull-down menu to appear.   | 63                  | _____<br>_____<br>_____ |
| 8. ____                                 | Selection of a category from the pull-down menu results in that category being displayed in the What window.  | 63                  | _____<br>_____<br>_____ |
| 9. ____                                 | Clicking the cursor on the map results in the appropriate symbol being displayed and the corresponding UTM coordinates to appear in the Where window. | 63                  | _____<br>_____<br>_____ |

10.\_\_\_\_ If the target is within 200m of a TRP, the number is automatically displayed in the CONCERN # window. NOTE: only when NOT in the editing mode.

63

---

---

---

---

# **DATA SHEET** **Situation Display Operations**

| Enter<br>OK or NO   | Job Aid<br>Ref Page | COMMENT                 |
|---|---------------------|-------------------------|
| <b><u>DISPLAY MONITOR</u></b>   |                     |                         |
| 1. ____ Selecting Post to Sit Disp from the Stacking<br>pull-down menu causes the overlay to be<br>displayed on the Sit Disp.                     | 64                  | _____<br>_____<br>_____ |
| 2. ____ Selecting Sit Disp (M2) from the Route<br>Messages pop-up menu in the InFolder results<br>in the message being displayed on the Sit Disp. | 64                  | _____<br>_____<br>_____ |
| 3. ____ Friendly vehicle icons are automatically posted<br>to the Sit z. You must confirm this with<br>individual simulators.                     | 64                  | _____<br>_____<br>_____ |

## DATA SHEET

### Printer Operations

| Enter<br>OK or NO  | Job Aid<br>Ref Page | COMMENT                          |
|--|---------------------|----------------------------------|
| <b><u>SYSTEM OPERATIONS</u></b>  |                     |                                  |
| 1. ____ The Ready light on the printer mouse is green.   | 65                  | _____                            |
| 2. ____ When the center button on the printer mouse is<br>despressed, the Printing light turns amber and<br>the printer begins printing. NOTE: the amber<br>light should go out after a few seconds and you<br>may then manipulate the screen. | 65                  | _____<br>_____<br>_____<br>_____ |
| 3. ____ When printing is complete, the Ready light<br>illuminates green.   | 65                  | _____<br>_____                   |
| 4. ____ The document printed is a picture of the screen<br>active at the time of printing.   | 65                  | _____<br>_____                   |



**DATA SHEET**  
**Stealth Vehicle Operation**

Enter  
OK or X

An entry of "X" in column 1 requires  
a comment in this column.

- |         |  |                |
|---------|--|----------------|
| 1. ____ | Stealth Initialization function operate properly.                  | _____          |
| 2. ____ | PVD functions (scale, terrain features, etc.)<br>operate properly. | _____<br>_____ |
| 3. ____ | Teleport functions operate properly.                               | _____          |
| 4. ____ | Tether to vehicle functions operate properly.                      | _____          |
| 5. ____ | Manual movement functions operate properly.                        | _____          |
| 6. ____ | Placement at a location by keyboard input.                         | _____          |
| 7. ____ | Verify movement on ground only.                                    | _____          |
| 8. ____ | Data Logger playback functions operate<br>properly.                | _____<br>_____ |

If any malfunctions were noted after the initial checkout, please explain in detail. Provide Grid location, nature of activity being performed, what exactly broke: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Operator Name: \_\_\_\_\_

Serial Number: \_\_\_\_\_

Date: \_\_\_\_\_

# STANDALONE SINGARS OPERATOR'S CHECKLIST

Operator: \_\_\_\_\_

Date: \_\_\_\_\_

R/T #: \_\_\_\_\_ Host Name: \_\_\_\_\_

TOC                  ECR  
(Circle Location)

| #STATUS | ITEM  | REMARKS        |
|---------|---|----------------|
| 1. ____ | Verify preset frequencies                                   | _____          |
| 2. ____ | Verify channel select switch function                       | _____          |
| 3. ____ | Verify manual select switch function                        | _____          |
| 4. ____ | Frequency displays in window when<br>FREQ button is pressed | _____<br>_____ |
| 5. ____ | Verify RP power switch function                             | _____          |
| 6. ____ | Verify commo with TOC                                       | _____          |
| 7. ____ | Verify commo with sims                                      | _____          |
| 8. ____ | Verify commo within ECR                                     | _____          |

*Remarks. Use the space below to note additional problems encountered after initial checkout, or if additional space is needed.*

---

---

---

---

---

---

---

---

---

---

## BLUFOR SAF WORKSTATION OPERATOR'S CHECKLIST

Workstation Name: \_\_\_\_\_

Date: \_\_\_\_\_

Host (MIPS) Name: \_\_\_\_\_

Operator: \_\_\_\_\_

| #                               | STATUS | ITEM   | REMARKS |
|---------------------------------|--------|--|---------|
| <u>Initialization Functions</u> |        |  |         |
| 1.                              | ___    | Verify WS is logged in as CVCC (if not, inform technician).  | _____   |
| 2.                              | ___    | Connect to host successful.  | _____   |
| 3.                              | ___    | Workstation successfully reads configuration data.   | _____   |
| 4.                              | ___    | Verify battle scheme operation and select <b>Relative</b> .  | _____   |
| 5.                              | ___    | Verify WS alignment operation and select <b>Mixed</b> .  | _____   |
| 6.                              | ___    | Verify Battle View operation and select <b>Commander</b> .   | _____   |
| 7.                              | ___    | Verify Marksmanship Change operation and select <b>Yes</b> .   | _____   |
| 8.                              | ___    | Verify Battalion Number operation and select 1.  | _____   |
| 9.                              | ___    | Select RESTORE EXERCISE, verify list of saved exercises, select exercise to restore, verify loading. | _____   |
| 10.                             | ___    | When exercise loads, verify Rules of Engagement operation  | _____   |
| 11.                             | ___    | Verify correct pending tasks loaded (subordinate unit tasking).                                      | _____   |

*Remarks. Use the space below to note additional problems encountered after initial checkout, or if additional space is needed.*

---



---



---



---



---

### Mission Execution Functions

1. \_\_\_\_ Ensure units are set to report to SIMNET LAN. \_\_\_\_\_
2. \_\_\_\_ Verify "Execute Overlay" function. \_\_\_\_\_
3. \_\_\_\_ Verify "Halt" unit function. \_\_\_\_\_
4. \_\_\_\_ Verify "Follow vehicle" function. \_\_\_\_\_
5. \_\_\_\_ Verify "Command from simulator" function. \_\_\_\_\_
6. \_\_\_\_ Verify "Go to location" function. \_\_\_\_\_
7. \_\_\_\_ Verify "Change speed" function. \_\_\_\_\_
8. \_\_\_\_ Change formation and verify response. \_\_\_\_\_
9. \_\_\_\_ Enable fire parameters, and verify Fire at will. \_\_\_\_\_
10. \_\_\_\_ Verify acquisition and engagement of OPFOR (within range). \_\_\_\_\_
11. \_\_\_\_ Change CIS and verify response. \_\_\_\_\_
12. \_\_\_\_ Verify cancel overrides function. \_\_\_\_\_
13. \_\_\_\_ Verify resume mission function. \_\_\_\_\_
14. \_\_\_\_ Verify resume subordinates function. \_\_\_\_\_
15. \_\_\_\_ Verify "radio on" and proper message log operation. \_\_\_\_\_
16. \_\_\_\_ Verify message log control functions. \_\_\_\_\_

### Interoperability Factors

1. \_\_\_\_ BLUFOR vehicle icons visible on PVD. \_\_\_\_\_
2. \_\_\_\_ BLUFOR vehicle icons visible from manned sims. \_\_\_\_\_
3. \_\_\_\_ BLUFOR vehicle icons visible on SIM, TOC and ECR workstations. \_\_\_\_\_
4. \_\_\_\_ BLUFOR vehicles visible on stealth PVD and panoramic monitors. \_\_\_\_\_
5. \_\_\_\_ OPFOR vehicles with LOS visible on WS map screen. \_\_\_\_\_
6. \_\_\_\_ BLUFOR vehicles engage/damage/destroy OPFOR (gunnery targets and/or SAF). \_\_\_\_\_
7. \_\_\_\_ BLUFOR vehicles engaged/damaged/ destroyed by OPFOR. \_\_\_\_\_
8. \_\_\_\_ Verify receipt of reports, as generated by SAF: \_\_\_\_\_

| <u>Sims</u> | <u>ECR WS</u> | <u>Listen</u> | <u>Type Report</u> | <u>Remarks</u> |
|-------------|---------------|---------------|--------------------|----------------|
| ____        | ____          | ____          | CONTACT            | _____          |
| ____        | ____          | ____          | SPOT               | _____          |
| ____        | ____          | ____          | SHELL              | _____          |
| ____        | ____          | ____          | AMMO               | _____          |
| ____        | ____          | ____          | SITREP             | _____          |
| ____        | ____          | ____          | INTEL              | _____          |

NOTE: Do not clear units/overlays until exercise is checkpointed.

- 
- 
- 
- 
- 

[illegible]

## OPFOR SAF WORKSTATION OPERATOR'S CHECKLIST

Workstation Name: \_\_\_\_\_

Date: \_\_\_\_\_

Host (MIPS) Name: \_\_\_\_\_

Operator: \_\_\_\_\_

| # | STATUS | ITEM | REMARKS |
|---|--------|------|---------|
|---|--------|------|---------|

### Initialization Functions

- |     |   |  |  |
|-----|---|--|--|
| 1.  | — | Verify WS is logged in as CVCC (if not, inform technician).  |  |
| 2.  | — | Connect to host successful.  |  |
| 3.  | — | Workstation successfully reads configuration data.   |  |
| 4.  | — | Verify battle scheme operation and select <b>Relative</b> .  |  |
| 5.  | — | Verify WS alignment operation and select <b>Mixed</b> .  |  |
| 6.  | — | Verify Battle View operation and select <b>Commander</b> .   |  |
| 7.  | — | Verify Marksmanship Change operation and select <b>Yes</b> .   |  |
| 8.  | — | Verify Battalion Number operation and select 30.   |  |
| 9.  | — | Select RESTORE EXERCISE, verify list of saved exercises, select exercise to restore, verify loading. |  |
| 10. | — | When exercise loads, verify Rules of Engagement operation  |  |
| 11. | — | Verify correct pending tasks loaded (subordinate unit tasking).                                      |  |

*Remarks. Use the space below to note additional problems encountered after initial checkout, or if additional space is needed.*

---



---



---



---



---

### Mission Execution Functions

1. \_\_\_\_ Verify "Execute Overlay" function.
2. \_\_\_\_ Verify "Halt" unit function.
3. \_\_\_\_ Verify "Go to location" function.
4. \_\_\_\_ Verify "Change speed" function.
5. \_\_\_\_ Change formation and verify response.
6. \_\_\_\_ Enable fire parameters, and verify **Fire at will** indication.
7. \_\_\_\_ Verify acquisition and engagement of BLUFOR (within range).
8. \_\_\_\_ Change CIS and verify response.
9. \_\_\_\_ Verify cancel overrides function.
10. \_\_\_\_ Verify resume mission function.
11. \_\_\_\_ Verify resume subordinates function.
12. \_\_\_\_ Verify "radio on" and proper message log operation.
13. \_\_\_\_ Verify message log control functions.

---

---

---

---

---

---

---

---

---

---

---

---

---

### Interoperability Factors

1. \_\_\_\_ OPFOR vehicle icons visible on PVD.
2. \_\_\_\_ OPFOR vehicle icons visible from manned sims.
3. \_\_\_\_ OPFOR vehicles visible on stealth PVD and panoramic monitors.
4. \_\_\_\_ BLUFOR vehicles with LOS visible on WS map screen.
5. \_\_\_\_ OPFOR vehicles engage/damage/destroy BLUFOR (gunnery targets and/or SAF).
6. \_\_\_\_ OPFOR vehicles engaged/damaged/ destroyed by BLUFOR.

---

---

---

---

---

---

---

---

NOTE: *Do not clear units/overlays until exercise is checkpointed.*

7. \_\_\_\_ Clear units and overlays function clears workstation, and clears units from net (verify with PVD).
8. \_\_\_\_ Exercise restores from checkpoint file (see battlemaster functions, items 10,11).

---

---

---

---

*Remarks. Use the back of this sheet to note additional problems encountered after initial checkout, or if additional space is needed.*

# SAF PROBLEM REPORT SHEET

Operator: \_\_\_\_\_

Date: \_\_\_\_\_

## Configuration Information.

Symbolics Workstation: \_\_\_\_\_ Simulation Host: \_\_\_\_\_  
 WS Battle Scheme: ☐ Absolute ☐ Relative  
 WS Alignment: ☐ US ☐ USSR ☐ Offense ☐ Defense ☐ Mixed  
 Battle View: ☐ Commander ☐ Omniscient  
 Marksmanship Change Permission: ☐ Yes ☐ No  
 Bn #: \_\_\_\_\_ Stealth Options: Site #: \_\_\_\_\_ Host #: \_\_\_\_\_

## Commands/Functions Reference Numbers

### 1. Battlemaster Operations.

- 1.1 Workstation Options.
- 1.2 SAF vehicles placement.
- 1.3 Value menu settings.
- 1.4 Clear all.
- 1.5 Clear specified SAF unit.\*
- 1.6 Save/Retrieve units.\*
- 1.7 Load SAF exercise.\*
- 1.8 Delete unit.\*
- 1.9 Teleport unit.\*
- 1.10 Create units on network.

### 2. Operations Order Activities.

- 2.1 Save/load overlay.\*
- 2.2 Get status information.\*
- 2.3 Save SAF exercise.
- 2.4 Perform TAC/E command.\*
- 2.5 Perform overlay operations.\*
- 2.6 Perform subord unit task.\*
- 2.7 Perform task organization (global) tasking.

### 3. Map display functions.

- 3.1 Pan.
- 3.2 Obtain elevation/coordinates.
- 3.3 Zoom in/out.
- 3.4 Change scale.
- 3.5 Change terrain features.
- 3.6 Check veh status from map screen.\*
- 3.7 Perform TAC/E command from map screen.\*

### 4. Control measure functions.

- 4.1 Create route.
- 4.2 Assign control measure.
- 4.3 Assign CIS @ cntrl msr.
- 4.4 Create point.
- 4.5 Create line.
- 4.6 Create area.
- 4.7 Create zone.

### 5. Communication functions.

- 5.1 SAF message log operation.
- 5.2 Radio communication.
- 5.3 CIG/simulator initialization.
- 5.4 Restore ammo controls.

### 6. Miscellaneous.

- 6.1 Keyboard input/command.\*
- 6.2 Other.\*

\* Specify command attempted, unit and/or parameters selected, as appropriate.

| Time  | Ref # | Details of Malfunction (# of vehicles in operation, # vehicles on net, exercise/overlay being executed, ets.) | Corrective Action (Time corrected, Technician, Diagnosis if known) |
|-------|-------|---|--|
| _____ | _____ | _____   | _____  |
| _____ | _____ | _____   | _____  |
| _____ | _____ | _____   | _____  |
| _____ | _____ | _____   | _____  |



[illegible]

Use the space below to enter any other comments.

## Plan View Display Operator's Checklist

Operator: \_\_\_\_\_  
PVD #: \_\_\_\_\_ Name: \_\_\_\_\_

Date: \_\_\_\_\_

| # | STATUS | ITEM | REMARKS |
|---|--------|------|---------|
|---|--------|------|---------|

### Top Menu 1 Functions

- |    |   |   |  |
|----|---|---|--|
| 1. | — | Verify PVD program termination                |  |
| 2. | — | (^C).   |  |
|    |   | Verify PVD program activation                 |  |
| 3. | — | (PVD).  |  |
| 4. | — | Verify map manipulation functions.            |  |
| 5. | — | Verify map tools function.                    |  |
| 6. | — | Verify intervisibility functions.             |  |
|    |   | Verify event flagging functions. <sup>1</sup> |  |

### Top Menu 2 Functions

- |    |   |  |  |
|----|---|--|--|
| 1. | — | Verify map features function.            |  |
| 2. | — | Verify Icon size function.               |  |
| 3. | — | Verify Grid Intervals function.          |  |
| 4. | — | Verify Contour Intervals function.       |  |
| 5. | — | Verify intervisibility options function. |  |
| 6. | — | Verify map information functions.        |  |

### Overlay Menu Functions

- |    |   |                                  |  |
|----|---|----------------------------------|--|
| 1. | — | Verify list overlays function.   |  |
| 2. | — | Verify read from files function. |  |

*Remarks. Use the space below to note additional problems encountered after initial checkout, or if additional space is needed.*

---



---



---



---

<sup>1</sup>Verify flagging between PVDs.

## MCC REMOTE/SCC WORKSTATION OPERATOR'S CHECKLIST

Operator: \_\_\_\_\_

Date: \_\_\_\_\_

| # | STATUS | ITEM | REMARKS |
|---|--------|------|---------|
|---|--------|------|---------|

*NOTE: Before proceeding with checklist, chek with technicians and coordinate with control staff to ensure other check-out operations are not affected. Ensure PVD is up and set to exercise 3 to verify vehicle placements.*

### SCC Terminal

- |     |     |   |  |
|-----|-----|---|--|
| 1.  | ___ | Verify end exercise function.   |  |
| 2.  | ___ | Verify exercise initialization sequence<br>(initialize in relative mode, with HQ tank<br>sectiion, TOC, mort plt and 3 btys of<br>Howitzers). |  |
| 3.  | ___ | Verify simulator allocation function.   |  |
| 4.  | ___ | Verify vehicle placement function. <sup>1</sup>   |  |
| 5.  | ___ | Verify fire support initialization function. <sup>2</sup>   |  |
| 6.  | ___ | Verify TOC placement function. <sup>3</sup>   |  |
| 7.  | ___ | Verify simulator reconstitution. <sup>1</sup>   |  |
| 8.  | ___ | Verify gunnery target placement. <sup>3</sup>   |  |
| 9.  | ___ | Verify save gunnery targets to file function.   |  |
| 10. | ___ | Verify load gunnery targets from file. <sup>3</sup>   |  |

### MCC Remote Terminal

- |    |     |   |  |
|----|-----|---|--|
| 1. | ___ | Verify command list ("?" + enter).        |  |
| 2. | ___ | Verify files list ("list" + enter).       |  |
| 3. | ___ | Verify save simulator status function.    |  |
| 4. | ___ | Verify restore simulator status function. |  |

### Checkpoint Utility

*NOTE: Coordinate with TOC, Tech Spt, simulator personnel and SAF operators.*

- |     |                                |  |
|-----|--------------------------------|--|
| ___ | Verify list overlays function. |  |
|-----|--------------------------------|--|

*Remarks. Use the back of this form to note additional problems encountered after initial checkout, or if additiional space is needed.*

<sup>1</sup>Coordinate with tech spt when placing/reconstituting sims in CVCC mode. Verify locations on PVD.

<sup>2</sup>Verify locations on PVD, FSE workstation initialization with TOC/FSO.

<sup>3</sup>Verify placement on PVD.

## BATTALION SEND UTILITY OPERATOR'S CHECKLIST

Research Asst: \_\_\_\_\_  
 Simulator #: \_\_\_\_\_

Date: \_\_\_\_\_

| #   | STATUS | ITEM   | REMARKS |
|-----|--------|--|---------|
| 1.  | _____  | Verify real-time transmission of Contact report using CVCC-Send.   | _____   |
| 2.  | _____  | Verify real-time reception of Contact report by Bn TOC WSs. Check accuracy of message content.           | _____   |
| 3.  | _____  | Verify real-time reception of Contact report by simulator CCDs. Check accuracy of message content.       | _____   |
| 4.  | _____  | Verify real-time transmission of CFF report using CVCC-Send.   | _____   |
| 5.  | _____  | Verify real-time reception of CFF report by Bn TOC WSs. Check accuracy of message content.               | _____   |
| 6.  | _____  | Verify real-time reception of CFF report by simulator CCDs. Check accuracy of message content.           | _____   |
| 7.  | _____  | Verify real-time transmission of Adjust (Fire) report using CVCC-Send.                                   | _____   |
| 8.  | _____  | Verify real-time reception of Adjust (Fire) report by Bn TOC WSs. Check accuracy of message content.     | _____   |
| 9.  | _____  | Verify real-time reception of Adjust (Fire) report by simulator CCDs. Check accuracy of message content. | _____   |
| 10. | _____  | Verify real-time transmission of Intel report using CVCC-Send.   | _____   |
| 11. | _____  | Verify real-time reception of Intel report by Bn TOC WSs. Check accuracy of message content.             | _____   |
| 12. | _____  | Verify real-time reception of Intel report by simulator CCDs. Check accuracy of message content.         | _____   |
| 13. | _____  | Verify real-time transmission of Spot report using CVCC-Send.  | _____   |
| 14. | _____  | Verify Real-time reception of Spot report by Bn TOC WSs. Check accuracy of message content.              | _____   |



## BATTALION CHECKPOINT UTILITY OPERATOR'S CHECKLIST

Research Asst: \_\_\_\_\_

Date: \_\_\_\_\_

Simulator #: \_\_\_\_\_

| #  | STATUS | ITEM   | REMARKS                          |
|----|--------|--|----------------------------------|
| 1. | _____  | Verify exercise menu exists on coordinator workstation.  | _____                            |
| 2. | _____  | Verify exercise checkpoint function successfully saves all TOC WSs, M1 simulators, and SAF WSs sharing the same exercise ID. Make sure no simulator or WS crashed during the save process. | _____<br>_____<br>_____<br>_____ |
| 3. | _____  | Verify exercise restart successfully restores all TOC WSs, M1 simulators, and SAF WS on the network. Make sure each system is operational following the restart.                           | _____<br>_____<br>_____<br>_____ |
| 4. | _____  | Verify exercise delete function removes the selected checkpoint file from the WS.  | _____<br>_____<br>_____          |

*Remarks. Use the space below to note additional problems encountered after initial checkout, or if additional space is needed.*

---

---

---

---

---

---

---

---

---

---

---

---

## DATA SHEET

### VIDEO CAMERA AND RECORDING EQUIPMENT OPERATION

| Functions | ENTER<br>OK or X                                 | An entry of "X" in column 1<br>requires a comment in this column. |
|-----------|--|---|
| 1. _____  | All video cameras have been positioned properly. | _____   |
| 2. _____  | Verify accuracy of time/date settings.           | _____   |
| 3. _____  | Record function operates properly.               | _____   |
| 4. _____  | Playback function operates properly.             | _____   |
| 5. _____  | Audio playback operates properly.                | _____   |

If any malfunctions were noted after the initial checkout, please explain in detail. Provide Grid location, nature of activity being performed, what exactly broke: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Operator Name: \_\_\_\_\_

Serial Nr. \_\_\_\_\_

Date: \_\_\_\_\_

## DATA SHEET

### RA COMMUNICATIONS DEVICES OPERATION

**ENTER  
OK or X**

**An entry of "X" in column 1  
requires a comment in this column.**

- |          |  |       |
|----------|--|-------|
| 1. _____ | Verify OFF-PTT-VOX switch set to PTT (push to talk). | _____ |
| 2. _____ | Volume control operates properly.                    | _____ |
| 3. _____ | Communication to ECR loud and clear.                 | _____ |
| 4. _____ | Communication to Floor Monitor loud and clear.       | _____ |
| 5. _____ | Communication to other RAs loud and clear.           | _____ |

#### **Interoperability Functions**

- |          |   |       |
|----------|---|-------|
| 1. _____ | Communication between RA commo devices does not interfere with other (ethernet)communication devices. | _____ |
|----------|---|-------|

If any malfunctions were noted after the initial checkout, please explain in detail. Provide Grid location, nature of activity being performed, what exactly broke: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Operator Name: \_\_\_\_\_

Serial Nr. \_\_\_\_\_

Date: \_\_\_\_\_



## DATA SHEET

### DATA LOGGER OPERATION

| Functions | ENTER<br>OK or X  | An entry of "X" in column 1<br>requires a comment in this column. |
|-----------|---|---|
| 1. _____  | Recording function operates properly.   | _____   |
| 2. _____  | Playback function operates properly<br>with PVD.  | _____   |
| 3. _____  | Playback function operates properly<br>with SINCGARS.   | _____   |
| 4. _____  | Playback function operates properly<br>with STEALTH veh.  | _____   |
| 5. _____  | Data Analysis extracts simulator, SAF<br>SINCGARS and event flag data (from<br>PVD and laptop). | _____   |

If any malfunctions were noted after the initial checkout, please explain in detail. Provide Grid location, nature of activity being performed, what exactly broke: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Operator Name: \_\_\_\_\_

Serial Nr. \_\_\_\_\_

Date: \_\_\_\_\_

## APPENDIX B

### THE CVCC FUNCTIONAL TEST

## The CVCC Functional Test

### PURPOSE

The purpose of the CVCC Functional Test was to determine the:

1. Adequacy of the simulators and associated CVCC hardware for the conduct of the formative evaluations.
2. Functionality and robustness of the CVCC simulation software for the Commander's Independent Thermal Viewer (CITV), Command and Control Display (CCD), Tactical Operations Center (TOC) Workstations, SINCGARS, and CVCC Utility Programs.
3. Overall readiness of the simulation system for the conduct of the CVCC formative evaluations.

### FUNCTIONAL TEST SUMMARY

1. The test plan for the CVCC simulation functional test describes the manner in which the functional test was conducted. The attached checklists have been updated to correct and clarify the initial draft checklists used during the functional test.
2. The functional test for the Combat Vehicle Command and Control (CVCC) simulator involved a number of complex software modules which were functionally evaluated. The CVCC Functional Test utilized teams of research assistants and soldiers to evaluate the functional capabilities of the various simulator systems: a team evaluated the TOC workstations and communications; a team evaluated the SAFOR workstations, systems, and communications; ECR personnel evaluated the utility programs and workstations, the Exercise Control Room (ECR) communications, and the other ECR equipment. The test was conducted in two phases. Phase One was conducted as a methodical, detailed, functional test of the individual hardware systems and their associated software for the modified M-1 simulators, tactical operations center, semi-automated forces, and control network to insure all aspects of the network were ready for the conduct of scenario and data collection exercise events. Phase Two utilized a scenario rehearsal and data collection exercise rehearsals in order to load the simulation network systems at a level which was essentially the same as that for the actual formative evaluations. A side benefit associated with both phases was the additional training provided to the research assistants who had completed CVCC orientation and training the prior week and who will participate in the forthcoming formative evaluations.
  - a. Phase 1. This phase was primarily checkouts of equipment functionality by causing each modules of the total system to perform its design functions with the module configured as it will be for the formative evaluation. The phase was conducted with the TOC staff controlling and recording the actions of the simulator mounted teams as they checked out the functioning of each

separate simulator mounted module. The TOC workstation modules also were functionally checked out during this period. Both voice and digital message traffic was passed in both directions to stress the simulation network and to insure that each functional module was thoroughly checked out. The ECR staff and the SAFOR staff conducted functional evaluations of the simulation systems programs, CVCC utility programs, and the SAFOR (both BLUFOR and OPFOR) during this phase. The ECR staff placed MCC target vehicles on the terrain to support checkouts of the CVCC simulator systems; the BLUFOR also utilized tethering to the CVCC simulators during this phase.

b. Phase 2. The activity used a scenario context and also used data collection exercises, in both cases controlled by the exercise director, in order to emulate activities, program and network stress anticipated during the CVCC formative evaluations.

c. Checklists were used to guide module checkouts and time was allotted each day to conduct debriefing and for filling out checklists and problem reports to provide information on any discrepancies noted.

3. The use of eight simulator teams allowed comparison of the same systems in each of the simulators by several independent teams which provided a more thorough evaluation of these systems. The battalion tactical operations center, the semiautomated forces and the exercise control room teams were charged with the functional evaluation of the systems which they will use during the formative evaluations.

4. Personnel requirements for the test, in addition to the site staff and the technicians, were: eight (8) research assistants (RAs) and eight (8) soldiers as teams to check out tank simulator systems; two (2) research assistants to conduct TOC workstation testing; and three (3) research assistants to conduct testing on the SAFOR. Some of the research assistants were cross-trained during the test to provide trained back-up personnel during the formative evaluation. The breakout of teams is shown in Appendix A.

5. Network Configuration. The network configuration used for the functional test is identical with the network as it will be for the Formative Evaluation.

a. Prior to and during the functional test an engineer was present to evaluate problems which were encountered.

b. For each day of the functional test the network configuration was as follows:

(1). CVCC simulators were initialized in full CVCC mode.

(a) CITV without target stacking and auto target tracking.

(b) CCD with touch screen and Commander's Handle cursor control

operational.

(c) POSNAV and Driver's Steer-to display activated.

(d) Autoloader enabled. Ammunition basic load - 40 rounds. (Sabot - 27 rounds, HEAT - 13 rounds).

(e) SINGARS configured as for the formative evaluation.

(2). Four workstations (S-2, S-3, FSO, CO/XO) were located in the TOC. The color printer was connected to the S-3 (Operations) and the S-2 (Intelligence) workstations. The large screen Situation Display was located in the TOC and was able to be posted from any of the workstations. The CSS workstation was located in the Exercise Control Room and was on the TOC local area network.

(3). The three SAFOR terminals were located in the Exercise Control Room (ECR). One of the SAFOR terminals was devoted to the OPFOR; two SAFOR terminals were utilized for the BLUFOR semi-automated forces. The BLUFOR terminals were operated with the Commander's view setting only and were configured as follows:

(a) Gunnery Proficiency - Competent (DCE#3 - Novice).

(b) Detection Range - 3500 meters

(c) Open fire Range - 2500 meters (DCE#1 - 2000 meters; DCE#3 - 2200 meters)

(d) Company D of the battalion was 100% SAFOR.

(3) Bradleys each. (SAFOR workstation in Commander's View).

[i] Gunnery Proficiency - Novice (DCE#3 - Master).

[ii] Detection Range - 3500 meters.

[iii] Open Fire Range - Test 2 & 3 - 3000 meters; Test 1 & 4 - 2000 meters.

(4). The Stealth was not available on the network.

(5). The minicams and video tape recorder were operational.

## 6. Test Results and Findings.

This section presents a summary of the results of the functional testing and discusses the findings. A table is also provided that lists each deficiency reported during the test, assigns a priority for fixes, indicates which agency is responsible for the correction of these deficiencies, and the status of those deficiencies as of the date of this report.

a. CVCC Simulators. The CVCC simulators operated with fewer problems than were noted during the baseline evaluation. The main items reported pertained to:

(1) Calibration and adjustment of the color monitors. Both vision device and the CCD color monitors displayed varying color calibration even when the monitors were side by side. All of the CCD monitors had been removed for shipment to the factory for modification. They now require minor adjustments to insure they are properly aligned for use.

(2) Minor problems were experienced with the Driver's

## Steer-to-Display.

(3) Sound system problems similar to those encountered in previous tests were noted on two occasions but they could not be replicated.

b. SINCGARS. Minor problems (loose cables, etc) were encountered with the SINCGARS during the test but overall performance of the radio simulators appears much improved. However, it appears imperative that the radio simulators be started fresh from a power off state for each days testing. When that was done during the testing, little difficulty with communications was experienced.

c. CCD displays. Generally functioned well.

(1) The major problem encountered with the CCD was slow update of the current location data. The vehicle icons and the map updated properly but information in the location box did not.

(2) Three different cursor configurations were used (A white X cursor, a black X cursor, and a slanted small black arrow cursor). The black X cursor was preferred unanimously by the research assistants.

(3) As noted in paragraph a (2) above, some of the CCD displays were not properly adjusted. It was difficult to utilize the touch screens along the left edge due to the location of the monitor in it's mount.

(4) Route file transmission for the POSNAV system did not operate properly. This problem is assigned priority 1 for a software fix prior to the formative evaluations.

(5) Software corrections needed are shown in a list. References to specific simulators are shown in the spreadsheet.

d. CITV. Some problems surfaced with the operation of the CITV. The autoscan feature tends to lock up at the right hand scan limit when autoscan is initiated under certain conditions. There is a workaround which releases the scan: Switch to manual scan and move the search head slightly inside the scan limit. Then restart the autoscan and it will work correctly. No change has been made in the startup of the CITV which shows a blue sky in the view. Toggling the White Hot/Black Hot switch returns the view to it's correct coloration.

e. TOC Workstations.

(1) All TOC workstation modules generally functioned well. All modules are available at each of the workstations all the time. This precludes configuring each workstation to a specific staff position. This is not a significant problem however it is desirable that it be corrected.

(2) Software corrections needed are shown in the list.

f. Semi-Automated Forces (SAFOR). Only minor problems were encountered with the

SAFOR. The entire test was run using only two of the MIPS computers due to the non-availability of one machine. This configuration may have contributed to the problems encountered. The third MIPS computer will be available for the formative evaluations.

g. Utility programs. The SEND and CHECKPOINT utility programs on the Combat Service Support TOC workstation operated well with no noted deficiencies. The LISTEN program which is on a MacIntosh/Masscomp combination operated properly for the CVCC network.

h. Stealth Vehicle. The Stealth Vehicle was not available for the functional test.

i. Mini-Cameras/VCR. The mini-cameras and the VCR were operated during the test without incident.

j. Test Data. The data logger was controlled from the Exercise Control Room and was utilized on the third and fourth day of the test. During sample data extraction it was discovered that some of the CVCC instrumentation packets have been changed to incorporate new functionality and user requested measures. New header files were required by the site staff to properly accommodate these changes. These have been furnished. Upon review of the data tapes utilizing the new header files, the data appears sound. No loss of data packets was noted and it appears data extraction for the formative evaluation runs will proceed normally. The Control Measure extraction software was utilized. It appears to operate properly but selection of the overlays to be analyzed and definition of the data formats and data elements required for data analysis needs to be accomplished.

7. Fixes and Verification. As of the date of this report, the site staff have provided fixes for a number of the problem areas noted. Where the fixes have been reported an entry on the problem list has been made (e.g. *Fix made*). Where the fixes were made and have been verified an entry on the problem list has been made (e.g. *Fix made and verified*).

8. Conclusions. It is concluded that:

a. As many as possible of the "bugs" shown should be corrected and verified prior to the formative evaluations. Upon verification of the fixes, the network be considered suitable for the conduct of the formative evaluation.

b. No "showstopper" software or hardware "bugs" were encountered during the functional test.

c. The current release of software appears much more robust than that previously available. Much less "downtime" was encountered than was experienced with earlier versions.

d. Where corrections cannot be made but "workarounds" are known, the "workarounds" should be incorporated into the evaluation crew's training.

8. Recommendations. It is recommended that:

a. As many as possible of the problem areas noted be remedied. (Note: Certain fixes, have already been made).

b. Upon securing as many fixes as possible, the hardware and software network be considered suitable for use during the CVCC Formative Evaluations.



### Problems Noted During the CVCC Functional Test

| <u>ID</u> | <u>Description</u>  | <u>Pri'ty</u> | <u>Resp</u> | <u>Status</u>   |
|-----------|---|---------------|-------------|---|
| 001       | M1 simulator vision blocks need color adjustment.   | 1             | Site        | Color adjustments and cleaning were done on each simulator.   |
| 002       | Keyboard 9 key restore ammo function on M1 restores 23 Sabot and 17 HEAT rounds as the CVCC basic load (All M1s). This function should restore 27 Sabot and 13 HEAT.  | 3             | Source      |   |
| 003       | Grid Azimuth Display is barely visible and needs adjustment (Sim 2D).   | 1             | Site        | Adjustment made.  |
| 004       | GPS and/or GPSE are not properly boresighted (Sim 2C).  | 1             | Site        | Boresighted both sights.  |
| 005       | CVCC route files are not being transmitted or received properly. Usually, the routes never arrive. In the cases where routes are received, they reportedly take about 7 minutes to reach another simulator (All M1s).           | 1             | Source      | Fix made and verified.  |
| 006-007   | SINGARS voice communication to the ECR, TOC, or other simulators is broken or garbled until the radio simulator host is reset by a technician. Intercom communication is broken or garbled until radio simulator host is reset. | 2             | Site        | SINGARS/Masscomp must be powered completely down (power off) each morning and then initialized. (Verified procedure with site staff). |
| 008-009   | Sound system stops unexpectedly and does not operate until reset by a technician. Sound system stops and restarts unexpectedly.   | 2             | Source      |   |
| 010       | ----No action required ----   |               |             |   |
| 011       | Heading and location in the CCD status information box updates slowly (all M1s). This delay is estimated to be between 20 and 30 seconds. The tank icon does appear to update in real time.                                     | 1             | Source      | Fix made and verified.  |

### Problems Noted During the CVCC Functional Test

| <u>ID</u> | <u>Description</u>  | <u>Pri'ty</u> | <u>Resp</u> | <u>Status</u>   |
|-----------|---|---------------|-------------|---|
| 012       | CITV displays a "double" IFF symbol (Sim 3B).   | 2             | Site        | The TX 9U chassis (this chassis controls the CITV portion), the disk drive and the board set in the main 6U chassis were swapped out with another CIG unit and the problem still exists. To further debug this problem a swap the 6U chassis with another unit outside of the CVCC testbed. |
| 013       | CITV sometimes starts up with blue sky. Toggling the White Hot/Black Hot button corrects this problem (All M1s).  | 3             | Source      |   |
| 014       | CITV loses one or more reticles, is missing some parts of the tank icon, or is missing sector set marks until CIG is reset by a technician (Sim 3B).  | 1             | Site        | This appears to be related to 012 above.  |
| 015       | The driver's Steer-to-Indicator (STI) scrolls rapidly and is unreadable until reset by a technician.  | 1             | Site        | This is possibly due to vibration on the Steer-To power supply. An absorber has been added to the power supply mount.   |
| 016       | SINCGARS voice communication deteriorates during an exercise until the radio host is reset by a technician.   | 2             | Site        | See 006-007   |
| 017       | Incoming CCD messages do not beep in the crew headsets in all sims.   | 1             | Site        | No fix as of this date. Further testing is required in an attempt to clarify the problem.   |
| 018       | CCD cursor unexpectedly becomes "unconfined" until the CCD is reset. The cursor changes to an arrow when outside the area of the CCD. In some cases, an XTERM window control box appears somewhere on the monitor. When this occurs button highlighting does not turn off nor does the "Move Vehicle" function operate. | 1             | Source      | Fix made and verified.  |

### Problems Noted During the CVCC Functional Test

| <u>ID</u> | <u>Description</u>   | <u>Pri'ty</u> | <u>Resp</u> | <u>Status</u>  |
|-----------|--|---------------|-------------|--|
| 019       | Occasionally, the CCD screen "splits" vertically with a small strip that includes the left inch of the CCD monitor shifting down slightly (All sims). Selecting one of the dedicated keys along the bottom of the CCD causes a second duplicate and slightly shifted key to appear. Manually refreshing the screen eliminates the problem. | 1             | Source      | Fix made and verified.   |
| 020       | When posting or unposting overlays or icons the button toggles very rapidly and the post or unpost is unsuccessful.  | 2             | Source      | Fix made and verified.   |
| 021       | Bn TOC WS unexpectedly stops updating POSNAV icons until the program is stopped and restarted (recovered).   | 1             | Source      |  |
| 022       | Companies and headquarters units appear prematurely kicked out of the aggregate battalion symbol on the Bn TOC WS (Danube).  | 2             | Source      |  |
| 023       | On the route files menu PREP appears instead of SHOW (All sims).   | 1             | Source      | Fix made and verified.   |
| 024       | Need to synchronize the clock in the CCTB. This includes the clocks in the SUN software, the large clock over the TOC tent, and the Listen Mass-comp (all machines).   | 1             | Site        | This will be done on a daily basis.  |
| 025       | The CCD crashes if an operator attempts an action during a restart. (Checkpoint).  | 1             | Eval        | A procedure should be implemented to notify operators when the restart begins and is complete so they do not touch the CCD during that time. |
| 026       | The The TOC WS crashes if the operator leaves open any windows or viewers that were not open when the WS was initialized.  | 1             | Eval        | Fix made and verified.   |

### Problems Noted During the CVCC Functional Test

| <u>ID</u> | <u>Description</u>  | <u>Pri'ty</u> | <u>Resp</u> | <u>Status</u>  |
|-----------|---|---------------|-------------|--|
| 027       | Message viewers sometimes do not get built correctly (All TOC WS). Message viewers appear to get built separately for each folder and the map display. A message can be moved to another folder and reopened. | 2             | Source      |  |
| 028       | The CITV sometimes "hangs-up" over the right "sector set mark" when in auto scan mode. (All sims).  | 1             | Source      | This can be "unhung" by switching to manual mode, moving the CITV indicator inside the autoscan sector limit and switching back to autoscan. |
| 029       | CCD cursor is difficult to see (All sims).  | 1             | Source      | Changed to a bold black X cursor. Fix made and verified.   |
| 030       | Did not verify friendly unit aggregation/deaggregation operation.   | 1             | Source      | Correct per discussion. Change has been made.  |
| 031       | SAF stations crash when exercise checkpoint is initiated from the CSS workstation.  | 1             | Source      | New SAF version has been delivered that lets the SAF operator set the SAF so that it will NOT participate in a CVCC exercise checkpoint.     |
| 032-033   | TOC WS cannot be brought up without the Task Organization module (-notooe) or without (-notools) (All TOC WS)   | 2             | Source      | Fix made and verified.   |
| 034       | Sender and originator on relayed messages are displayed in the wrong order on the CCD (all sims).   | 1             | Source      | Fix made and verified.   |
| 035       | Fonts in the status information box, navigation waypoints, and on the CCD map grid lines are difficult to read. (All sims).   | 1             | Source      | Fix made and verified.   |
| 036       | Information in the Op Eff displays must update while the window or menu is open (All M1s and TOC WS). Update intervals should be every 30 sec.  | 2             | Source      | Fixed - update interval is every 30 sec.   |
| 037       | The OP Eff summary circles need appropriate labels for Ammo-A, Equipment -E, Fuel - F, and Personnel - P. (All sims and TOC WS).  | 2             | Source      |  |

### Problems Noted During the CVCC Functional Test

| <u>ID</u> | <u>Description</u>  | <u>Pri'ty</u> | <u>Resp</u>    | <u>Status</u>   |
|-----------|---|---------------|----------------|---|
| 038       | Main gun drifts   | 1             | Site           | Calibration has been performed.   |
| 039       | Control handle doesn't work (Sim 4C)  | ---           | Site           | Handle replaced on 9/3.   |
| 040       | SAF units fail to send contact/spot reports in many cases. Shell and sit reps are received.   | ---           | NA             | Further investigation indicates the reports are sent as they are supposed to be |
| 041       | Control handles and touch screens need calibration in many sims.  | 1             | Eval           | Need to develop a standard procedure for setting cursor offset.                 |
|           |   |               | Site           | Calibrate cursors.  |
| 042       | Cursor sometimes jumps to top of CCD making it difficult to select options. This may be due to noise from the thumb controller. (All sims).   | 1             | Source<br>Site | Have not been able to reproduce. Still being monitored.                         |
| 043       | The distance to waypoint displayed on the driver's Steer-to-Indicator sometimes updates unpredictably.  | 2             | Source<br>Site | Unable to reproduce.  |
| 044       | Terrain displayed in vision blocks jumps unexpectedly.  | ?             |                | Unable to reproduce. Need more info.  |
| 045       | Main gun reticle jumps unexpectedly. (sim ?)  | 1             | Site           |   |
| 046       |   |               |                |   |
| 047       | Ammo labels for HEAT and Sabot are reversed on log reports.   | 1             | Source         | Fixed.  |
| 048       | HEAT and Sabot values should be separated in the CCD reports.   | 2             | Source         |   |
| 049       | PREV and NEXT labels in the TOC folders are confusing. Selecting PREV displays the message above the current message in the queue. This message has a later date-time-group. (All TOC WS) | 3             | Source         | Fix made and verified.  |
| 050       | CO/XO should be Y05 not Y36.  | 1             | Eval           | Corrected in configuration file.  |
| 051       | Occasionally message viewers do not get built correctly and buttons or fields are miss sized or absent (TOC WS)   | 2             | Source         | See 027   |

### Problems Noted During the CVCC Functional Test

| <u>ID</u> | <u>Description</u>   | <u>Pri'ty</u> | <u>Resp</u> | <u>Status</u>   |
|-----------|--|---------------|-------------|---|
| 052       | Portions of message viewers are drawn off the screen. If top of the viewer is off screen the message cannot be moved. (TOC WS).  | 2             | Source      | See 027   |
| 053       | CLOSE button sometimes does not appear on messages viewed on the map display. The only way to close this is to use the middle mouse button on the title bar. This causes a menu to appear. (All TOC WS). | 2             | Source      | See 027   |
| 054       | Selecting CLOSE on the menu described in 053 above sometimes causes the WS to crash.   | 1             | Source      | Fix made and verified.  |
| 055       | Colors in the logistics module should change from Green to Amber at 89%, from Amber to Red at 69%, and from Red to Black at 59%.   | N/A           |             | See functional description. % changes vary. The AR is the guidance.             |
| 056       | Using "Bring to front" function while selecting an overlay object and/or symbols sometimes causes the WS to crash (All TOC WS).  | 1             | Source      | Fix made but not yet verified.  |
| 057       | All buttons and fields do not always appear on the TOC WS copy dialog box (Murray).  | 2             | Source      | See 027.  |
| 058       | When clicking on the "copy overlay" button on the copy dialog box, the cursor went to the top of the display and the WS locked up (Danube, Jordan).  | 1             | Source      | See 027.  |
| 059       | Deleted  |               |             |   |
| 060       | While routing 3 messages to another folder the TOC WS crashed after SEND was pushed. (Murray)  | 1             | Source      | Source unable to reproduce.   |
| 061       | Deleted  |               |             |   |
| 062       | Stealth vehicle operation was not verified.  | ---           | Site        | Stealth is now available.   |
| 063       | Portions of the create format dialog box remain after the message has been created, edited, and closed. (All TOC WS).  | 2             | Source      | See 027. Minimizing the format module then selecting maximize gets rid of this. |

### Problems Noted During the CVCC Functional Test

| <u>ID</u>          | <u>Description</u>   | <u>Pri'ty</u> | <u>Resp</u> | <u>Status</u>  |
|--------------------|--|---------------|-------------|--|
| 064                | A TOC WS reported error when selecting Vegetation on the features menu and then selecting Close.   | 3             | Source      | Must let current operation finish before selecting Close. Fix made and verified. |
| 065                | The window manager disappears on right hand monitor of the TOC WS. (Isolated occurrence) (Paris, Charles)  | 3             | Source      | Restarted window manager and TOC program let program continue.                   |
| 066<br>thru<br>077 | These do not apply to CVCC Formative Evaluation Functional Test.   |               |             |  |
| 078                | All CCD icons need to be enlarged by 25%.  | 1             | Source      | Fix made and verified.   |
| 079                | CITV directional indicator on own tank icon on the CCD needs to be dashed and made more distinct.  | 1             | Source      | Fix made but not yet verified.   |
| 080                | Range fans on TOC WSs need to be corrected. Mortars should have a minimum of 770 meters and a maximum of 6840 meters. Howitzers should have a maximum range of 18100 meters. | 1             | Source      | Fix made and verified.   |
| 081                | Distance to waypoint display on the CCD only operates when autoadvance is selected under Navigation.   | 1             | Source      | Fix made but not yet verified.   |

### Data Extracted from Checklists by Simulator

| SIM | Simulator Operations  | Mobility System                          | Armament & Autoloader  | SINCGARS                     | CCD Status  |
|-----|---|--|--|------------------------------|---|
| 4A  | - GPSE texture bad.   |  | - Initial gun drift<br>- Ammo redistrib inoperative<br>- Can't open ammo door. | - Radio garbled.             | - Cursor needs calibration.<br>- Way points slow to update. |
| 2C  | - Master Caution light inoperative.   |  | - Gun Loaded light inoperative.  | - Broken comms.              |   |
| 3C  | - Center cupola vision block needs contrast adjustment.<br>- Driver's center vision block needs adjustment. |  | - Filter switch not operational.   | - Comms prob with TOC.       | - Time in Dtg is needs adjustment.                          |
| 4C  |   | - Driver's vision blocks need adjusting. |  | - Loader could not transmit. | - Lag in driver's steer-to update.                          |

| SIM | Simulator Operations  | Mobility System | Armament & Autoloader  | SINCGARS   | CCD Status  |
|-----|---|-----------------|--|--|---|
| 2D  | - Left vision block in cupola is darker than others.                        |                 | - Azimuth indicator numbers are misaligned.  | - Gunner's head-set inop.<br>- Broken comms with driver. | - Split CCD image.  |
| 2B  |   |                 |  |  | - Seven second lag for driver's steer-to update.                      |
| 3B  | - Sound system out.<br>- Driver's center vision block brighter than others. |                 |  | - Set A inop.<br>- Comms breaks up.                      | - Five sec lag for driver's steer-to update.<br>- Time in Dtg is off. |
| 4B  |   |                 | - Gun drifts left when palm switch is pressed.<br>- Can't move PCW flush to right. |  | - Lag in vehicle position update.                                     |



| SIM | POSNAV   | CCD<br>MAPS  | CCD<br>REPORTS   | CCD<br>MSGs   | CITV |
|-----|--|--|--|---|------|
| 4A  | - Trouble sending and receiving route files.                             | - Section of map grid missing.   | - Selection of an item from Intel summary page fails to return to associated page in the report. | - A05 did not receive navigation routes.<br>- Duplicate shell repts in receive queue. |      |
| 2C  | - Can't send or receive routes.  | - Difficult to acquire arrow for the move vehicle mode.                            | - Other sims not receiving route files.  |   |      |
| 3C  | - Grid for a WP icon is inaccurate.<br>- Took 7 mins to receive a route. | - Duplicate overlay does not update.<br>- Unpost icon & Reset are not operational. | - OT line inop in CFF.   | - No Msg priority beeps heard.  |      |
| 4C  | - 5 min delay in transmitting route.                                     | - Gridlines don't connect at 1:25000 scale.  |  | - Msg beeps heard only faintly.   |      |

| SIM | POSNAV                                       | CCD<br>MAPS                               | CCD<br>REPORTS   | CCD<br>MSGs  | CITV                                   |
|-----|--|---|--|--|--|
| 2D  | - Trouble sending and receiving route files. |   | - Problem receiving Contact reports from 1st Plat Ldr (SAFOR). | - No message beeps.<br>- Can't relay messages lower. |  |
| 2B  |  |   |  |  |  |
| 3B  | - Problems sending routes.                   |   |  |  | - Tank icon disappeared.<br>- 10X out. |
| 4B  | - No beeps for WP auto advance.              | - Hard to read grid nrs at 1:25000 scale. |  | - Two report keys highlighted at the same time.      | - Drifts when palm switch engaged.     |